

GAME NO. 0E47

FORM NO. 0E47-00300-0100



Operating Manual

Bally **MIDWAY** MFG CO

10601 W. Belmont Ave. Franklin Park, Illinois 60131

Telephone (312) 451-9200



WARNING

**THIS GAME MUST BE GROUNDED. FAILURE TO DO SO MAY
RESULT IN DESTRUCTION TO ELECTRONIC COMPONENTS.**

WARNING: This equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instruction manual, may cause interference to radio communications. It has been tested and found to comply with the limits for a CLASS A computing device pursuant to SUBPART J of PART 15 of FCC RULES, which are designed to provide reasonable protection against such interference when operated in a commercial environment. Operation of this equipment in a residential area is likely to cause interference in which case the user at his own expense will be required to take whatever measures may be required to correct the interference.

ELECTRICAL BULLETIN: FOR ALL APPARATUS COVERED BY THE CANADIAN STANDARDS ASSOCIATION (CSA) STANDARD C22.2 NO. 1, WHICH EMPLOYS A SUPPLY CORD TERMINATED WITH A POLARIZED 2-PRONG ATTACHMENT PLUG.

CAUTION: TO PREVENT ELECTRIC SHOCK DO NOT USE THIS (POLARIZED) PLUG WITH AN EXTENSION CORD, RECEPTACLE OR OTHER OUTLET UNLESS THE BLADES CAN BE FULLY INSERTED TO PREVENT BLADE EXPOSURE.

ATTENTION: POUR PREVENIR CHOCS ELECTRIQUES NE PAS UTILISER CETTE FICHE POLARISEE AVEC UN PROLONGATEUR, UNE PRISE DE COURANT OU UNE AUTRE SORTIE DE COURANT, SAUF SI LES LAMES PEUVENT ETRE INSEREES A FOND SANS EN LAISSER AUCUNE PARTIE A DECOUVERT.

***Bally*/MIDWAY**
T.M.

Invites You To Use

**OUR TOLL FREE NUMBER FOR
SERVICE INFORMATION CONCERNING THIS GAME, OR ANY
OTHER BALLY/MIDWAY™ GAME YOU NOW HAVE ON LOCATION.**

**CALL US FOR PROMPT, COURTEOUS
ANSWERS TO YOUR PROBLEMS.**

Video or Pinball - Continental U.S. 800-323-7182

***Bally*/MIDWAY**
T.M.

10601 West Belmont Avenue Franklin Park, Illinois 60131 phone (512) 451-9800

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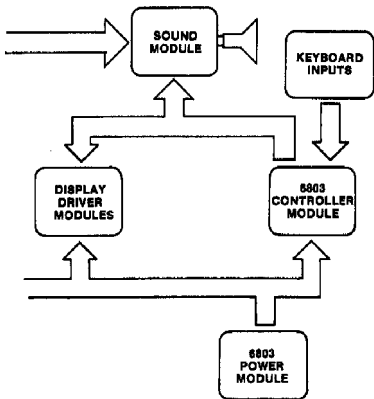
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BLOCK DIAGRAM—ELECTRONIC PINBALL GAME



DETACHING OF PIN-GAME BACK BOX

When the back box is in an up-right position and the 3/8" hold-down bolts are removed, the back box can be removed from the main cabinet by lifting the right corner of the back box (about 3/4") and pulling it slightly towards you. Now both hinges are disengaged and the back box can be removed.

"IMPORTANT NOTICE"

**ALL 3 PLAYFIELD BALLS MUST BE INSERTED
IN THE OUTHOLE TROUGH.**

**GAME WILL NOT START IF THERE IS A
BALL IN SHOOTER LANE IN GAME OVER
MODE.**

M051-00A40-A016



SECTION 1

I. INSTALLATION

First, bolt legs to cabinet. Second, feed line cord between back box and cabinet then lift the back box and secure with bolts. Insert the smaller ball (15/16" dia.) into the ball tilt assembly, and adjust the bracket so the ball will roll free to the contact switch blade, if the front of the cabinet is raised.

On all games these are certain items that should be checked after shipment.

1. Check that all cable connectors are completely seated on printed circuit assemblies.
2. Check that all cables are clear of moving parts.
3. Check for wires that may have been disconnected.
4. Check switches for loose solder or other foreign material that may have come loose in shipment and could cause shorting of contacts.
5. Check coils for proper soldering. Cold solder connections may not show up in factory inspection, but vibration in shipment may break contact.
6. Check that fuses are firmly seated and making good contact.
7. Check and adjust the plumb bob tilt on the left side of the cabinet.
8. Check wiring of the plug on the transformer to correspond to location voltage.
115 VAC 2-8, 3-6, 7-10
120 VAC 2-8, 4-6, 7-11
220 VAC 4-8, 7-9
240 VAC 4-8, 7-11
9. Place ball into playfield byouthole (or balls if the game requires more than one ball).
10. Plug in line cord.

II. GENERAL GAME OPERATION

Move the ON/OFF switch at the bottom right front corner of the cabinet to "ON" position. The game will play a power-up sequence and reset the drop targets. If any switches are stuck they will be displayed at this time. After a short delay "1-4 can play" will indicate that the game is ready to play. The game should accept the coin and post the appropriate credits. Pressing the credit button on the cabinet will cause the outhole kicker to serve the ball to the shooter alley. A game-up sequence is played to announce play-readiness.

Each time the credit button is pressed it posts one player and the credits are reduced by one.

Shooting the ball initiates play.

The game awards all points earned by the player. If a spinner is turned and scoring when the ball hits a target, the spinner and the target scores are awarded.

When the ball enters the outhole, the bonus score is added to the total score. The player-up and/or ball in play is advanced one position. The outhole kicker serves the ball to the shooter alley and play is resumed. This continues until each player has played the allowable number of balls per game. At this time a random Match number appears. If the number is the same as the last two digits in a player's score, a free game is awarded.

Extra balls won during the course of the game are played immediately after the player's regular ball enters the outhole. The player-up and/or ball in play are not advanced for extra score before the game serves the extra ball for play.

Slamming the machine results in loss of the game. This causes all feature lights to go out, the game goes "dead" and a time delay occurs. This occurs anytime either one of the slam switches make contact. This is to discourage unnecessary abuse to the game. After the delay, "1 to 4 can play" is displayed followed by the power-up sound sequence.

Any number of slam switches could be installed by the operator, to meet his individual requirement. The switch should be adjusted to have approximately 1/16" gap between the contacts. The weighted blade should be adjusted to attain the desired sensitivity. Decreasing the gap between contacts will make the switch more sensitive. Opening the gap will reduce sensitivity.

If at the end of the game either the "High Score to Date" is beaten or if the score is over 10,000,000 free games will be awarded according to the "High Score to Date" register setting.

Tilting the game results in loss of a ball. Bonus points are not scored. The flippers, thumper bumpers, etc. go "dead". The purpose of the tilt penalty is to discourage the player from jostling the machine in an attempt to prolong play. Game action becomes normal after the ball kicker assembly serves the ball to the shooter alley.

NOTE: These are general instructions. Therefore, if a spinner or Drop Target is not used on your specific pinball game, please disregard any operating instructions related to these devices.

III. TAILORING & TESTING THE GAME

INTRODUCTION

We at Bally/Midway are very proud to introduce our new system which not only provides more information to the operator but it also communicates with the player thru the use of alphanumerices.

It was our aim to design a system which could be used without a manual. This will come to light the moment you press the Self-test button and the displays come to life with their messages of assistance. This allows you to change game features, awards and threshold settings and monitor specific special awards, game percent and income just by reading what is displayed. The registers are now described with useful titles such as "Book-keeping Data" or "Self-Testing".

If you've ever changed the replay thresholds on a machine and you forgot to change the replay card because you were distracted by a customer, listen to this: "It will never happen again!" For when you change this replay threshold to 2,000,000 in "Percent Options" the corresponding message: "First Replay at 2,000,000" will be displayed on Game Over.

OPERATION

The keyboard is located on the right inside wall of the game near the front door. The cable is long enough, so that once the keyboard is removed, it may be operated from outside the machine. **Note:** The keypad is mounted with a 1/4" Hex screw for shipping purposes.

1. Press the Test button located on the front door. This tells the processor to do the following:
 - A. It checks the switches wired in parallel with the keypad. If any switches are closed the game automatically jumps to Stuck Switch Test and displays a stuck switch message.
 - B. If there were no stuck switches you will be welcomed with "Bally's Testing is Easy As ABC."
2. When appropriate heading appears on backglass display, press "Enter" on keypad once.
Within each heading, there are categories which are operator selectable. When the appropriate category appears on the backglass display, press "Enter" once to access that category.
3. Set your registers with keypad.
4. Press "Enter" again to advance to next category setting. Press "CLR" to re-start Self-Test. Press "Game" to lock-in option settings.

STEPPING THROUGH

To choose a category quickly once the Test Mode has been selected just use the "A" button to step to the desired category. If you pass by the category you desired, use the "B" button to back-up to the appropriate position. Once you read the category desired, press the "ENTER" button to select that topic. The display will now show the first item in that category.

Again, use the "A" and "B" buttons to quickly step to the item you wish to look at or change. The "A" button allows you to step to the end of a category and then out to the next category. The "B" button allows you to step backwards in the same manner. **Please note:** When in the Self-Test category, the display will cycle automatically from one test to the next. Because the "A", "B", and "C" buttons are used for different functions in this category. They cannot be used to step from one test to another properly. To exit a test in this category just press the ENTER button & step to the next test.

SELF-PERCENTAGING

1. The term Self-Percentaging refers to the game's ability to automatically adjust the score level of Threshold 1 to attain a desired replay percentage, also known as the **TARGET PERCENT**. (see article #8)
2. Self-Percentaging also applies to extra balls, when used instead of replays.
3. Initially, a minimum of 200 games must be played before the Self-Percentaging Process goes into effect. It then monitors the current replay percentage of Threshold 1 **ONLY** and makes an adjustment, if necessary, every 50 games.
4. The Self-Percentaging Process will automatically adjust the score level of Threshold 1 **ONLY**. It makes **NO** adjustments to **OTHER** "Award" features in the game.
5. Located within the "PERCENT OPTIONS" category of your game's test mode are the following registers:
 - **THRESHOLD 1**
 - **SELF PERCENT**
 - **TARGET PERCENT**
 - **THRESHOLD 1 PERCENT**

Each of these registers are explained in detail further in this text.

6. To set or check the current score level of Threshold 1:
 - A. "Step through" your game's test mode, using the "A" or "B" button on the keypad, until you reach a category titled: "PERCENT OPTIONS."
 - B. Press the "ENTER" button to select this category.
 - C. The first register displayed will be **THRESHOLD 1**.

THRESHOLD 1—This register displays the current score level of the 1st Replay Threshold. Enter any value from 0 to 9,999,999 to set the desired score level.

7. To activate the Self-Percentaging Process:
 - A. "Step through" your game's test mode, using the "A" or "B" button on the keypad, until you reach a category titled "PERCENT OPTIONS."
 - B. Press the "ENTER" button to select this category.
 - C. Again, use the "A" button to "step through" until you reach a register titled: "SELF PERCENT."

SELF PERCENT—This register displays whether the Self-Percentaging Process is OFF or ON. Enter "0" to turn OFF or "1" to turn ON.

8. To adjust the desired Replay Percentage for Threshold 1:
 - A. "Step through" your game's test mode, using the "A" or "B" button on the keypad, until you reach a category titled "PERCENT OPTIONS."
 - B. Press the "ENTER" button to select this category.
 - C. Again, use the "A" button to "step through" until you reach a register titled: "TARGET PERCENT."

TARGET PERCENT—This register displays the desired percentage of replays to be awarded for reaching Threshold 1. For example, if you want Threshold 1 to award a replay in 15% of the games played, you would press keys "1" "5" and then "ENTER." This register will then display "15%" as your goal or "TARGET PERCENT."

NOTE: This register automatically defaults to a factory setting of "10%," when the "FACTORY RESET" register is enabled.

9. The TOTAL Replay Percentage will be 10% or 15% higher with the addition of Match, Special and High Score to Date credits.
10. To manually check the current replay percentage of Threshold 1 ONLY:
- A. "Step through" your game's test mode, using the "A" or "B" button on the keypad, until you reach a category titled "PERCENT OPTIONS."
 - B. Press the "ENTER" button to select this category.
 - C. Again, use the "A" button to "step through" until you reach a register titled: "THRESHOLD 1 PERCENT."
- THRESHOLD 1 PERCENT**—The figure displayed in this register is the actual percentage of replays awarded for reaching Threshold 1. Progress of the Self-Percentaging Process may be monitored by comparing the current value displayed in this register with the "TARGET PERCENT."
11. The size of adjustment, made by the Self-Percentaging Process to the score level of Threshold 1, is determined by the current difference between the "TARGET PERCENT" (entered by the operator) and the actual percentage of replays awarded for reaching Threshold 1.
- A difference of 10% or more will result in a 10% adjustment.
 - A difference equal to or greater than 5%, but less than 10%, will result in a 5% adjustment.
 - A difference less than 5% will result in a 1% adjustment.
12. To check the current score level of Threshold 1, refer to article #6.
13. When the "CLEAR BOOKKEEPING" register is enabled, the Self-Percentaging Process is reinitiated.

IV. GAME REGISTERS & OPTIONS

BOOKKEEPING DATA

Total Coins	Number of coins thru chutes 1, 2, & 3
Game Percent	Percentage of replays
Coins Chute 1	# of coins thru chute 1
Coins Chute 2	# of coins thru chute 2
Coins Chute 3	# of coins thru chute 3
Bonus Credits	Number of Bonus Credits Given
Total Plays	Number of plays both paid and replays
Total Replays	Number of awarded games
Service Meter	Total # of service credits
Game Credits	Current game credits—Enter 0 thru 5. Added to Service Meter.
	Not added to current Game Credits.
Special Meter	Total # of Playfield Specials awarded
Clear Booking	To clear bookkeeping press "85" then "Enter"

SELF-TESTING

Single Lamp	Steps one lamp at a time, and Connector I.D. Press "A" to advance, "B" to back up, and "C" to cycle
All Lamps	All lamps light alternately, 1st "A" phase then "B"
Display	Steps thru alphanumeric character set
Solenoid	Fires one driver at a time, and Displays Driver and Connector I.D.
Single Solenoid	Fires one driver at a time. Press A for same solenoid, B for next.
Sound	Plays game sounds
Game Rom I.D.	Displays your Rom or Roma I.D.
Switch Test	Displays stuck switch by description. PRESS TEST BUTTON ON DOOR TO EXIT SWITCH TEST

PERCENT DATA VALUES

Game Percent	Percentage of replays
Total Plays	Number of play both paid and replays
Game Time	Total number of minutes
Total Replays	Total number of replays
Threshold 1	# of times the first threshold was beaten
Threshold 2	# of times the second threshold was beaten
Threshold 3	# of times the third threshold was beaten
HiScore Beaten	Total number of times the high score was beaten
Free Balls	# of extra balls that were awarded
Specials	# of Specials awarded by completing each Outlane
Bombs Earned	# of Bombs earned
Rockets Earned	# of Rockets earned
Road Ramp	# of times the Road Ramp was completed
Weapon Ramp	# of times the Weapon Ramp was completed
Chopper Ramp	# of times the Chopper Ramp was completed
In-Line Targets Earned	# of in-line targets earned
2 Balls In Play	# of times 2-Ball game.
3 Balls In Play	# of times 3-Ball game.

PERCENT OPTIONS

Threshold 1	Enter 0 thru 9,999,999; sets award level and display
Self Percent	Enter 0 or 1; 0 disables Self-Percentage Process, 1 enables Self-Percentage Process
Target Percent	Enter desired percentage of replays awarded for reaching Threshold 1.
Threshold 1 Percent	Displays actual percentage of replays awarded reaching Threshold 1.
Threshold 2	Enter 0 thru 9,999,999; sets award level and display
Threshold 3	Enter 0 thru 9,999,999; sets award level and display
Highest Score	Enter 0 thru 9,999,999; sets the HiScore replay level

BASIC OPTION VALUES

Credit Limit	Enter 1 thru 40
Balls per Game	Enter 1 thru 5
Threshold Mode	Enter 0 thru 3; 0=0, 1=Points, 2=Extra Ball, 3=Replay
Special Mode	Enter 0 thru 3; 0=0, 1=Points, 2=Extra Ball, 3=Replay
HiScore Mode	Enter 0 thru 3; 0=0, 1=1 Replay, 2=2 Replays, 3=3 Replays
Sound Mode	Enter 0 thru 3; 0=Chimes w/o background, 2=Sounds w/o background, 1=Chimes with background, 3=Sounds with background
German Prize	German Meter
Match Option	Enter 0 or 1; 0 disables match, 1 enables match
Credit Display	Enter 0 or 1; 0=No credits displayed, 1=Displayed credits
No Limit Replays	Enter 0 or 1; 0=Only 1 award per game, 1=More than 1 per game
Free Play	Enter 0 or 65; 0=Coins, 65=Free Play
Slingshot	Enter 0 or 1; 0=No slingshots, 1=slingshots
Tilt Warning	Enter 0 thru 3; 0=No warning, 1=1, 2=2, 3=3

FACTORY SETTING

1,000,000
1
10
Unchanged
2,500,000
00
3,000,000

FEATURE OPTIONS

Reset Factory	Enter 85 for factory selected scores and features	0=No Memory 1=Memory																											
Recall R-O-C-K-E-T	Enter 0 or 1;	0=No Memory 1=Memory																											
Recall B-O-M-B	Enter 0 or 1;	0=No Memory 1=Memory																											
Recall Road Values	Enter 0 or 1;	This entry recalls Road Value lights: 10K, 20K, 40K, and also recalls both Outline Special lights																											
Recall Bonus	Enter 0 or 1;	This entry recalls Bonus lights: 1K, 2K, 4K, 8K, 16K & 32K 0=No Memory 1=Memory																											
Recall Multiplier	Enter 0 or 1;	This entry recalls Bonus Multiplier lights: 2x, 3x, 4x, & 5K.																											
Extra Ball	Enter 0 thru 7;	This entry controls number of times on Weapons Ramp required to activate Lite X-Ball light in Left Lane.																											
	<table><tr><th>ENTER</th><th>WEAPONS RAMP</th><th>WEAPONS BONUS VALUE</th></tr><tr><td>0</td><td>8 times</td><td>20,000 points</td></tr><tr><td>1</td><td>7 times</td><td>175,000 points</td></tr><tr><td>2</td><td>6 times</td><td>150,000 points</td></tr><tr><td>3</td><td>5 times</td><td>125,000 points</td></tr><tr><td>4</td><td>4 times</td><td>100,000 points</td></tr><tr><td>5</td><td>3 times</td><td>75,000 points</td></tr><tr><td>6</td><td>2 times</td><td>50,000 points</td></tr><tr><td>7</td><td>1 time</td><td>25,000 points</td></tr></table>	ENTER	WEAPONS RAMP	WEAPONS BONUS VALUE	0	8 times	20,000 points	1	7 times	175,000 points	2	6 times	150,000 points	3	5 times	125,000 points	4	4 times	100,000 points	5	3 times	75,000 points	6	2 times	50,000 points	7	1 time	25,000 points	
ENTER	WEAPONS RAMP	WEAPONS BONUS VALUE																											
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4	4 times	100,000 points																											
5	3 times	75,000 points																											
6	2 times	50,000 points																											
7	1 time	25,000 points																											
Capture Drop Target Release	Enter 0 thru 7;	This entry controls number of times Capture Drop Target is hit to initiate 3-ball play and also activate Release Hostage light (on right side of playfield).																											
	<table><tr><th>ENTER</th><th>"RELEASE HOSTAGE" LIGHT</th><th>3-BALL PLAY</th></tr><tr><td>0</td><td>5 times</td><td>9 times</td></tr><tr><td>1</td><td>4 times</td><td>8 times</td></tr><tr><td>2</td><td>4 times</td><td>7 times</td></tr><tr><td>3</td><td>3 times</td><td>8 times</td></tr><tr><td>4</td><td>3 times</td><td>5 times</td></tr><tr><td>5</td><td>2 times</td><td>4 times</td></tr><tr><td>6</td><td>2 times</td><td>3 times</td></tr><tr><td>7</td><td>1 time</td><td>2 times</td></tr></table>	ENTER	"RELEASE HOSTAGE" LIGHT	3-BALL PLAY	0	5 times	9 times	1	4 times	8 times	2	4 times	7 times	3	3 times	8 times	4	3 times	5 times	5	2 times	4 times	6	2 times	3 times	7	1 time	2 times	
ENTER	"RELEASE HOSTAGE" LIGHT	3-BALL PLAY																											
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4	3 times	5 times																											
5	2 times	4 times																											
6	2 times	3 times																											
7	1 time	2 times																											
Road Shot	Enter 0 or 1;	At start of new ball and off of ball shooter: 0=Road Shot inactive. 1=Road Shot releases captive balls when Release Hostage light is flashing.																											
Special Set-up	Enter 0 thru 3;	This entry controls what combination of Road Value lights activate both Outline Special lights																											
	<table><tr><th>ENTER</th><th>ROAD VALUE</th></tr><tr><td>0</td><td>70K</td></tr><tr><td>1</td><td>60K</td></tr><tr><td>2</td><td>50K</td></tr><tr><td>3</td><td>40K</td></tr></table>	ENTER	ROAD VALUE	0	70K	1	60K	2	50K	3	40K																		
ENTER	ROAD VALUE																												
0	70K																												
1	60K																												
2	50K																												
3	40K																												
Waste Rockets	Enter 0 or 1;	This entry enables or disables "launch rocket" pushbuttons during the time respective Tank Drop-Targets are already knocked down. 0=disables 1=enables																											
Game Over Hold Captive Balls	Enter 0 or 1;	0=Eject Balls out of Capture Saucer; 1=Retain Balls																											
Attract Sound	Enter 0 or 1;	When game is over, this entry enables or disables Attract Sound Mode while displaying Hi-scores or instructions. 0=No Sound; 1=Sound																											

PRICING OPTIONS

Chute 1 Options	XX coin for yy credit;	Coins (xx) will flash first. Enter 1 thru 99 coins. Then credits (yy) will flash. Enter 1 thru credit limit. Then coins will flash again. Either press Enter if the values are correct or repeat the data entry.
Chute 1 Bonus;	Enter 0 thru 40; 0=No Bonus Credit	1 thru 40 sets the number of credits at which 1 Bonus Credit will be awarded.
Chute 2 Options	XX coin for yy credit;	Coins (xx) will flash first. Enter 1 thru 99 coins. Then credits (yy) will flash. Enter 1 thru credit limit. Then coins will flash again. Either press Enter if the values are correct or repeat the data entry.
Chute 2 Bonus;	Enter 0 thru 40; 0=No Bonus Credit	1 thru 40 sets the number of credits at which 1 Bonus Credit will be awarded.
Chute 3 Options	XX coin for yy credit;	Coins (xx) will flash first. Enter 1 thru 99 coins. Then credits (yy) will flash. Enter 1 thru credit limit. Then coins will flash again. Either press Enter if the values are correct or repeat the data entry.
Chute 3 Bonus;	Enter 0 thru 40; 0=No Bonus Credit	1 thru 40 sets the number of credits at which 1 Bonus Credit will be awarded.

Example:

To set Coin Chute 1 for 3 credits/2 Coins with no credits on the first coin;

Enter 02 Coin for 03 Credit Chute

Chute 1 Bonus 00

To set it for 3 Credits/2 Coins with one credit delivered on the 1st coin and 2 credits delivered on the second.

Enter 01 Coin for 01 Credit

Chute 1 Bonus 02

If all 3 Chute Options and Bonus Registers are set the same, then all Chutes will work "together."

*Factory Setting

V. RECOMMENDED 3 & 5 BALL OPTION SETTINGS

REPLAYS	3-BALL	5-BALL
Special Mode	3	3
Match Option	1	1
High Score Mode	3	3
1st replay at	1,000,000	2,500,000
2nd replay at	2,500,000	4,500,000
X-BALL		
Special Mode	2	2
Match Option	0	0
High Score Mode	0	0
1st Extra Ball at	1,000,000	2,500,000
2nd Extra Ball at	2,500,000	4,500,000
NOVELTY		
Special Mode	1	1
Match Option	0	0
High Score Mode	0	0
HIGH GAME TO DATE (reset periodically)		
3-BALL	3,000,000	5-BALL 5,000,000

SPECIAL FORCE OPTION SETTINGS

FEATURE OPTIONS	3-BALL	5-BALL
REGISTER	1	1
RECALL ROCKET	1	1
RECALL BOMB	1	1
RECALL ROAD VALUES	1	0
RECALL BONUS	1	1
RECALL MULTIPLIER	1	0
EXTRA BALL	7	4
CAPTURE DROP TARGET RELEASE	4	3
ROAD SHOT	0	0
SPECIAL SET-UP	1	2
WASTE ROCKETS	1	1
GAME OVER HOLD CAPTIVE BALLS	1	1
GAME OVER ATTRACT SOUND	1	1
In Basic Options:		
SLINGSHOT	1	1
TILT WARNING	1	1

VI. TROUBLESHOOTING ON LOCATION

SYMPTOM: WON'T POWER UP

Game does not play power-up tune when power is turned on. General illumination is present.

ACTION:

- A. Check Fuses.
- B. Turn power OFF. Open back box. Locate light emitting diode (LED) on Control Board.
- C. Turn power ON. LED must flash 9X to indicate that the module is good. Correct sequence is flash-pause-flash and then seven more flashes and LED goes out.
- D. If LED does not come on or does not flash, or flashes, but less than 9X, turn off power. Check fuses. If fuses are good, replace Control Board.

CAUTION: Replacement Control Board must have same Part Number or incorrect operation will result! See Parts List for Control Board.

Turn power ON.

- E. If game is correct, it is now ready for play. If game is not correct, contact the Bally-Midway service department.

SYMPTOM: LAMPS

One or some switched lamps always ON or not all feature lamps light during play.

ACTION:

- A. With power ON, open front door. Select SELF TEST-Lamp Tests with keyboard. If game is correct all feature lamps flash ON and OFF.
- B. Carefully raise playfield or open back box to gain access to lamps.
- C. Replace bulbs that do not flash.
- D. If game is correct, it is now ready for play.
- E. If game is not correct, turn power OFF. Replace Control Board. Turn power ON and repeat A.
- F. If game is correct, it is now ready for play. If game is not correct, contact Bally-Midway service department.

SYMPTOM: DISPLAYS

- I. Display digits improper on one or several, but less than all Display Driver Module(s). Improper: One or several segments always OFF; digits mottled or several segments or digit(s) always ON.

ACTION:

- A. With power ON, open front door. Select SELF TEST-Display Test with keyboard. If the game is correct, each digit on each Display displays the count 0 through 9 and alphabet in all 7 digit positions. Note defective Display Driver modules.
- B. Turn power OFF.

WARNING: High Voltage is supplied to the Display Driver Modules, from the Power Module. Wait 30 seconds for High Voltage to Bleed Off.

- C. Replace Display Driver module(s). Turn power ON. Repeat A.
- D. If game is correct, it is now ready for play. If game is not correct contact Bally-Midway service department.

- II. All displays improper. Improper: Digit(s) always on or off/segment(s) always on or off, all displays.

ACTION:

- A. With power ON, open front door. Select SELF TEST-Display Test with keyboard. If the game is correct, each digit on each Display displays the count 0 through 9 and alphabet in all 7 digit positions. Note defective Display Driver modules.
- B. Replace Control Board. Turn power ON. Repeat A.

CAUTION: Replacement Control Board must have same Part Number or incorrect operation will result! See Parts List for Control Board.

- C. If game is correct, it is now ready to play. If game is not correct, contact Bally-Midway service department.

- III. One or several displays always off.

ACTION:

- A. With power ON, open front door. Select SELF TEST-Display Test with keyboard. If the game is correct, each digit on each Display displays the count 0 through 9 and alphabet in all 7 digit positions. Note defective Display Driver modules.
- B. Turn power OFF.
- C. Replace Display Driver module(s). Turn power ON. Repeat A.
- D. If game is correct, it is now ready for play. If game is not correct contact Bally-Midway service department.

SYMPTOM: SOLENOIDS

- I. One or more solenoids do not pull-in during course of game.

ACTION:

- A. With power ON, open front door. Select SELF TEST-Solenoid Test with keyboard.
 - B. If game was correct, each solenoid would be energized. The Solenoid name appears with the Driver Q Number and connector jack and pin numbers. (NOTE: If most of the Playfield Solenoids DO NOT operate, check the Playfield Fuse to see if it is blown. It is generally found near the Flipper Assemblies.)
 - C. Carefully lift the playfield (or open the back box) to gain access to the solenoid. Turn power OFF. Inspect the solenoid.
 - D. If a lead is broken off, repair. Repeat A & B. If game is correct, it is now ready for play. If solenoid wiring was correct, turn power OFF.
 - E. Replace Control board. See CAUTION NOTE.
 - F. Repeat A & B. If game is correct, it is now ready to play. If game is not correct, turn power OFF.
 - G. Replace Sound Module A8.
 - H. Repeat A & B. If game is correct it is now ready to play. If game is not correct, contact the Bally-Midway service department.
- II. Solenoid(s) are always energized. NOTE: If impulse solenoids (ball ejects, slingshots, thumper-bumpers, etc.) are energized continuously, they are subject to damage. Limit troubleshooting to one minute with power ON, followed by five minutes with power OFF. Repeat as necessary. Replace damaged solenoids. (NOTE: When troubleshooting Playfield Solenoid Circuits, be advised that a constantly energized Solenoid (i.e. Thumper-Bumper) will blow the Playfield Fuse in a few seconds. To avoid replacing the Fuse repeatedly, try to isolate the faulty Solenoid Circuit as soon as the game power switch is flipped ON.)

ACTION:

- A. With power ON, open front door. Select SELF TEST-Solenoid Test with keyboard.
- B. If game was correct, each solenoid would be energized. The Solenoid name appears with the Driver Q Number and connector jack and pin numbers. (NOTE: If most of the Playfield Solenoids DO NOT operate, check the Playfield Fuse to see if it is blown. It is generally found near the Flipper Assemblies.)
- C. Carefully lift the playfield (or open the back box) to gain access to the solenoid. Turn power OFF. Inspect the solenoid.
- D. If a lead is broken off, repair. Repeat A & B. If game is correct, it is now ready for play. If Solenoid wiring was correct, turn power OFF.
- E. Replace Control Board. See CAUTION NOTE.
- F. Repeat A & B. If game is correct, it is now ready to play. If game is not correct, turn power OFF.
- G. Replace Sound Module A8.
- H. Repeat A & B. If game is correct, it is now ready to play. If game is not correct contact the Bally-Midway service department.

SYMPTOM: NO SOUND

ACTION:

- A. With power ON, open front door. Select SELF TEST-Sound Test with the keyboard.
- B. Turn volume control clockwise to Max.
- C. If correct, sound will be heard. If incorrect, try seating speaker lead connector (J2) and input connector (J1).
- D. If correct, sound will be heard. If incorrect, contact the Bally-Midway service department.

SYMPTOM: SWITCHES

Feature (Drop Targets, Stand-up, etc.) does not score.

ACTION:

- A. With power ON, open front door. Select SELF TEST-Switch Test with the keyboard.
- B. If game is correct, "All Switches Open" is displayed. Otherwise, the name of the switch(es) will be displayed with jack and pin numbers.
- C. Carefully lift the playfield. Locate the switch assembly identified from the display. Visually inspect the switch assembly. If the contacts are stuck, re-gap them to 1/16." Repeat A & B. If the game is correct, it is now ready to play. If the game is not correct, turn power OFF.
- D. Replace Control board. See CAUTION NOTE.
- E. Repeat A & B. If game is correct, it is now ready to play. If game is not correct, contact the Bally-Midway service department.

CAUTION: Replacement Control Board must have the same Part Number or incorrect operation will result! See Parts List for Control Board.

GAME: MOTORDOME PINBALL & FUTURE GAMES

SUBJECT: 6803 CONTROL BOARD POWER UP TEST SEQUENCE

The following is an abbreviated self-test routine for the 6803 Control Board used in Motordome and future pinballs:

- 1st Flash—(U1) Determine if the internal RAM is good. (6803)
- 2nd Flash—(U2) Checks to see if the program ROM is good. (27128)
- 3rd Flash—(U3) Checks to see if the program ROM is good. (27128)
- 4th Flash—(U4) Checks the C-MOS RAM. (6116P-3)
- 5th Flash—(U8) Tests PIA0. (6821)
- 6th Flash—(U7) Tests PIA1. (6821)
- 7th Flash—(U1) Checks the internal display interrupt generator. (6803)
- 8th Flash—(U12 & U8) Verifies operation of the phase B switched III. voltage. NOTE: F5 fuse on the Power Module provides the phase B signal to the Control Board. (U12, 14584) (U8, 6821)
- 9th Flash—(U1, U11 & U12) Verifies operation of the Phase A switched III. voltage. NOTE: F4 fuse on the Power Module provides the phase A signal to the Control Board. (U1, 6803) (U11, 4011) (U12, 14584)

The following is an abbreviated self-test routine for the 6809 Sound Board:

- 1st Flash—(U7) Determines if the ROM is good.
- 2nd Flash—(U6) Checks to see if the RAM is good.
- 3rd Flash—(U8) Checks the PIA. (68B21)

The following is an abbreviated self-test routine for the Sounds Deluxe Board:

- 1st Flash—Determines if the ROM (U11) is good.
- 2nd Flash—Determines if the ROM (U12) is good.
- 3rd Flash—Determines if the ROM (U13) is good.
- 4th Flash—Determines if the ROM (U14) is good.
- 5th Flash—Checks to see if the RAM (U9, U10) is good.
- 6th Flash—Checks the PIA (6821) (U7).

**SPECIAL FORCE
VII**

SOLENOID IDENTIFICATION TABLE

SELF TEST # SEQUENCE	SOLENOID IDENTIFICATION
1	LEFT BUMPER
2	RIGHT BUMPER
3	MIDDLE BUMPER
4	LEFT SLINGSHOT
5	RIGHT SLINGSHOT
6	BRIGHT LITES 1
7	BRIGHT LITES 2
8	BRIGHT LITES 3
9	BRIGHT LITES 4
10	BRIGHT LITES 5
11	BRIGHT LITES 6 (NOT USED)
12	BRIGHT LITES 7 (NOT USED)
13	OUTHOLE
14	KNOCKER
15	IN-LINE DROP TARGETS UP
16	IN-LINE DROP TARGETS BOTTOM
17	IN-LINE DROP TARGETS MIDDLE
18	IN-LINE DROP TARGETS TOP
19	SAUCER
20	WEAPON DROP TARGET UP
21	WEAPON DROP TARGET DOWN
22	CAPTURE DROP TARGET
23	OUTHOLE EJECTOR
24	FLUPPER (BACKBOX)

SWITCH ASSEMBLY IDENTIFICATION TABLE

SWITCH SELF TEST # SEQUENCE	DESCRIPTION
1	COLLECT WEAPON
2	CHOPPER TOP
3	CHOPPER BOTTOM
4	REBOUND
5	LEFT LAUNCH (LT. ORANGE P.B.)
6	NEW GAME
7	RIGHT LAUNCH (RT. ORANGE P.B.)
8	OUTHOLE REGULAR
9	RIGHT COIN DOOR
10	LEFT COIN DOOR
11	MIDDLE COIN DOOR
12	LEFT OUTLINE
13	RIGHT OUTLINE
14	SLAM
15	TILT (CABINET)
16	RELEASE LEFT (BEHIND IN-LINE D.T.)
17	ROCKET 'R'
18	ROCKET 'O'
19	ROCKET 'C'
20	ROCKET 'K'
21	ROCKET 'E'
22	ROCKET 'T'
23	SAUCER CAPTURE 1
24	SAUCER CAPTURE 2
25	LEFT BUMPER
26	RIGHT BUMPER
27	MIDDLE BUMPER
28	LEFT SLINGSHOT
29	RIGHT SLINGSHOT
30	RIGHT OUTHOLE
31	MIDDLE OUTHOLE
32	LEFT OUTHOLE
33	BOMB 'B'
34	BOMB 'O'
35	BOMB 'M'
36	BOMB 'B'
37	NOT USED
38	COLLECT BONUS
39	NOT USED
40	WEAPON DROP TARGET
41	AUXILIARY CAPTIVE (NEAR SAUCER)
42	RETURN LANES
43	BONUS MULTIPLIER
44	LOAD BOMBS
45	IN-LINE DROP TARGET (BOTTOM)
46	IN-LINE DROP TARGET (MIDDLE)
47	IN-LINE DROP TARGET (TOP)
48	ROAD SWITCH

*NOTE: SEQUENCE NUMBERS SHOWN HERE ARE USED AS AN AID IN LOCATING FAULTY SOLENOID OR SWITCH USING DRAWING SHOWN.

VECTOR SHOWING FOR EJECT SAUCER BALL SHOULD EXIT AS SHOWN.

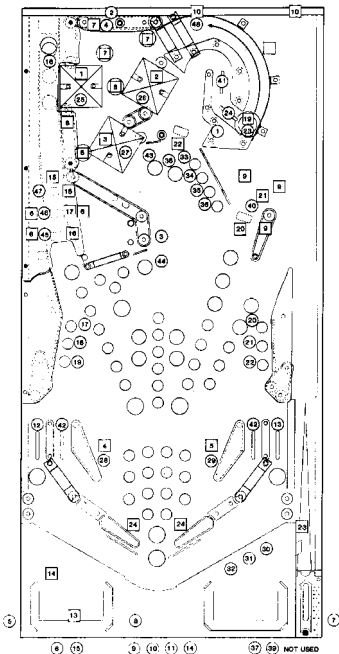


FIGURE 1

VIII. ROUTINE MAINTENANCE ON LOCATION:

After successful completion of the Self Diagnostic Test Procedure, set the game up for play. Exercise each roll-over, thumper bumper, slingshot, etc., by hand until each switch assembly on the playfield has been checked for proper operation. If actuating a switch assembly results in intermittent or no response, clean contacts by gently closing them on a clean business card or piece of paper and wiping until they wipe clean. Re-gap, if necessary, to 1/16". Do not burnish or file Gold Plated Switch Contacts.

IX. SWITCH ASSEMBLY ADJUSTMENTS:

GENERAL:

All switch assemblies consist of leaf springs, contacts, separators, plastic tubing and screws to hold them to the mounting surface. Before attempting to adjust a switch assembly, make sure that these screws are tight. If not, tighten screw closest to the contact end of the leaf spring first. This will prevent the assembly from being secured in such a manner that the leaf springs tend to fan out. In general, all leaf springs are adjusted for a 1/16" gap in the open position and .010" over-travel or wipe in the closed position. All contacts should be in good condition. Unless otherwise instructed, they should be dry or non-lubricated. All contacts should be free of dust and dirt. Contacts, with the exception of the flipper button switch assemblies are plated to resist corrosion. Filing or burnishing breaks the finish and encourages corrosion. Clean by closing the contacts over a clean piece of paper (e.g. a lint free business card) and wiping gently until the contacts are clean. For the flipper button switch assemblies **ONLY**: Tarnish can be removed with a contact file followed by burnishing tool. Severely pitted contacts must be placed and adjusted only when they are found to be a source of game malfunction.

X. SERVICE HINTS:

The Bally playfield has an improved tuff-coat finish with excellent wearing properties. Life expectancy of the playfield as well as play appeal, can be extended by periodic cleaning.

DO: Bally recommends you clean your playfield with Wildcat #125 (Wildcat Chemical Co. 1349 East Seminary Drive; Fort Worth, Texas 76115; Phone 1-817/924-8321). Wildcat #125 is a combination cleaner and polish. Bally has tried and tested this product and found it to be very effective. If Wildcat #125 is not available, Bally suggests you ask your distributor to order it. Inspect and hand polish the ball in a clean cloth. A chipped ball must be replaced. It can ruin the finish on the playfield in a short period of time.

DON'T: Use water in large quantities, highly caustic cleaners, abrasive cleaners and cleaning pads on the playfield, or allow a wax or polish build up. Waxes yellow with age and spoil appeal.

OE47 SPECIAL FORCE

PANEL TOP PARTS (Without Ramps)

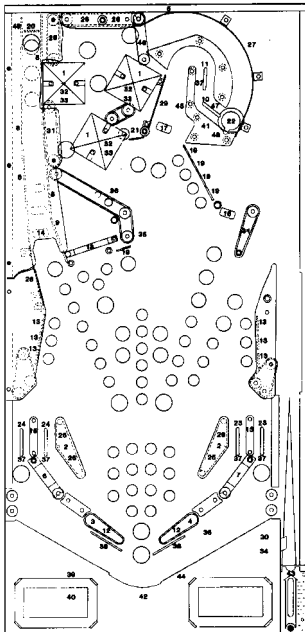


FIGURE 8

- | | |
|--|-----------------|
| 1. THUMPER BUMPER | A967-00053-0100 |
| 2. SLINGSHOT KICKER ASSY. | A967-00059-0000 |
| 3. FLIPPER ASSY. SINGLE SW. LT. | AC70-00022-0200 |
| 4. FLIPPER ASSY. SINGLE SW. RT. | AC70-00022-0100 |
| 5. BACKBOARD ASSY. | AE47-00021-0000 |
| 6. GATE & BRKT. ASSY. | A370-00053-0000 |
| 7. BALL, GATE, WIRE & BRKT. ASSY. | A370-00052-0000 |
| 8. WIRE-FORM BALL GUIDE | 0365-00151-8500 |
| 9. WIRE-FORM BALL GUIDE | 0365-00151-3125 |
| 10. WIRE ACTUATOR ASSY. (RIGHT) | A360-00216-0000 |
| 11. WIRE ACTUATOR ASSY. (LEFT) | A331-00042-0000 |
| 12. MOLDED FLIPPER ASSY. (BLACK) | A967-00031-0100 |
| 13. SWITCH W/TARGET, BRKT. & DIODE ASSY. | A365-R0300-B113 |
| 14. DROP TARGET 3 IN-LINE W/MEMORY | AE47-00029-0000 |
| 15. BALL CHANNEL ASSY. | AE47-00018-0000 |
| 16. DROP TARGET SINGLE IN-LINE W/MEMORY | AE47-00023-0000 |
| 17. DROP TARGET ASSY. | AE47-00028-0000 |
| 18. WIRE-GATE ASSY. | AE14-00013-0000 |
| 19. SWITCH W/TARGET, BRKT. & DIODE ASSY. | A365-R0300-B111 |
| 20. SWITCH W/TARGET, BRKT. & DIODE ASSY. | A365-R0300-B115 |
| 21. SWITCH W/TARGET, BRKT. & DIODE ASSY. | AE47-00042-0000 |
| 22. BALL EJECT ASSY. | AE47-00033-0000 |
| 23. WIRE ACTUATOR ASSY. (RIGHT) | A360-00215-0000 |
| 24. WIRE ACTUATOR ASSY. (LEFT) | A967-00067-0000 |
| 25. SLINGSHOT SWITCH & BRKT. ASSY. | A360-00230-0000 |
| 26. SWITCH & DIODE ASSY. | A360-00239-0000 |
| 27. BALL GUIDE ASSY. | AE47-00022-0000 |
| 28. BALL GUIDE ASSY. (SMALL) | AE47-00031-0000 |
| 29. BALL GUIDE ASSY. (SMALL) | AE47-00032-0000 |
| 30. BALL CHANNEL GATE ASSY. | AA40-00027-0000 |
| 31. SWITCH & BRKT. ASSY. W/DIODE | A360-00239-0100 |
| 32. COLLAR: THUMPER BUMPER | 0365-00165-00XF |
| 33. HUT ROOF: THUMPER BUMPER | 0E47-00012-0000 |
| 34. BALL GATE ASSY. | AA40-00019-0000 |
| 35. SWITCH, DIODE & PLATE ASSY. W/CAP | A360-00245-0100 |
| 36. SOLENOID EXPANDER P.C. BD. ASSY. | B084-91618-A000 |
| 37. SWITCH, DIODE & PLATE ASSY. | A365-00035-0000 |
| 38. WIRE-FORM BALL GUIDE | 0365-00175-5300 |
| 39. TOP-MTG. KICKER ASSY. | A360-00234-0000 |
| 40. SWITCH & DIODE ASSY. (OUTHOLE) | A365-00241-0000 |
| 41. SWITCH, DIODE & PLATE ASSY. (EJECT HOLE) | A365-00036-0000 |
| 42. BOTTOM ARCH | 0E47-00108-00XF |
| 43. SHOOTER GAUGE | 0E47-00110-00XF |
| 44. BOTTOM ARCH EXTENSION | 0370-00918-0300 |
| 45. MICROSWITCH & BRKT. ASSY. | AE47-00038-0000 |
| 46. GATE & FREE WIRE ASSY. | AA40-00033-0000 |
| 47. SWITCH, DIODE & PLATE ASSY. W/CAP | A365-00035-0100 |
| 48. SAUCER SWITCH ROLLOVER ASSY. | A365-00215-0100 |
| 49. WIRE FORM: BALL GUIDE | 0365-00151-1750 |

OE47 SPECIAL FORCE

PLASTIC RAMP PARTS

1. HELICOPTER-RAMP ASSY. AE47-00025-0000 (NOT SHOWN)
2. ENTRANCE-RAMP ASSY. AE47-00026-0000 (NOT SHOWN)
3. WEAPONS-RAMP ASSY. AE47-00027-0000 (NOT SHOWN)

RUBBER RINGS

- | | |
|-----------------------|-----------------|
| A. RING: | 0017-00041-0633 |
| B. RING: 5/16" | 0017-00041-0637 |
| C. RING: 15/64" | 0017-00041-0641 |
| D. RING: 1" | 0017-00041-0643 |
| E. RING: 1-1/2" | 0017-00041-0644 |
| F. RING: 2" | 0017-00041-0645 |
| G. RING: 2-1/2" | 0017-00041-0646 |
| H. RING: 3" | 0017-00041-0647 |
| J. RING: (YELLOW): 3" | 0017-00041-0648 |

POST

- | | |
|--|-----------------|
| K. POST (GREEN PLASTIC): 1" | 0017-00042-0714 |
| L. METAL MINI-POST (W/THREADS FOR WOOD) | 0360-00732-00XF |
| M. METAL POST (NO THREADS) | 0360-00733-00XF |
| N. METAL MINI-POST (W/THREADS FOR 10-32 NUT) | 0365-00700-00XF |

RUBBER BUMPER FOR

- | | |
|-----------------------|-----------------|
| L & N—METAL MINI-POST | 0017-00041-0633 |
| K —PLASTIC POST | 0017-00041-0637 |
| M —METAL POST | 0017-00041-0641 |

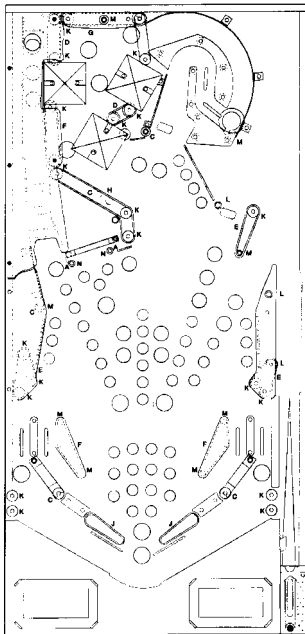


FIGURE 5a

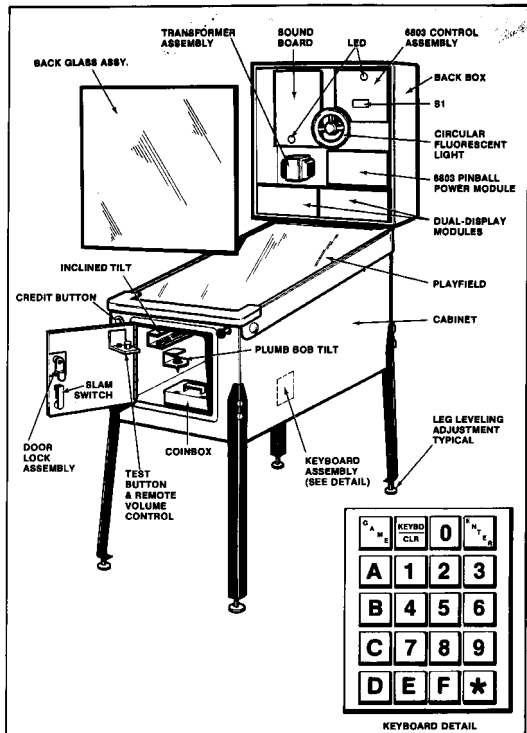


FIGURE III. ELECTRONIC PIN BALL MACHINE

XI. SPECIAL FORCE FEATURE OPERATION AND SCORING

1. SHOOTER LANE SKILL SHOT FEATURE

At the start of each ball, the skill shot is scored by making the Collect Weapon switch (on the Weapons Ramp) from the Shooter Lane via the Road Ramp which is located on the right side of the playfield. Three Rockets, one Bomb and 25,000 points are awarded.

2. ROCKET FEATURE

At the start of each ball, 2 Rockets are awarded. Spelling R-O-C-K-E-T, by completing 6 stand-up targets, awards 1 Rocket. For each letter, 5,000 points when lit and 7,000 points when flashing. Each Return Lane spots 1 letter in R-O-C-K-E-T. A "Rockets Collected" count is provided by a group of 4 yellow lights, located above the flippers, numbered "1", "2", "4", & "8".

Below each Flipper push button is a yellow push button that "fires" Rockets. The left "Launch Rocket" push button "fires" a rocket to inline "Tank" drop targets located in the Left Lane, the right "Launch Rocket" push button "fires" a Rocket to a single "Tank" Drop Target located on the right at the entrance to the Weapon Ramp. Rockets will knock down "Tank" Drop Targets. Firing a Rocket and hitting a Tank scores 10,000 points. Firing a Rocket to where a Tank has already been knocked down is "wasting a Rocket" which scores 5,000 points (adjustable).

- REGISTER "Waste Rockets" enables or disables "Launch Rocket" push buttons during the time respective Weapon Drop Targets are already knocked down.

"LAUNCH ROCKET" PUSH BUTTONS ENABLED

NO

YES

ENTER

0

1

- REGISTER "Recall R-O-C-K-E-T" controls the R-O-C-K-E-T Recall:

R-O-C-K-E-T RECALL

NO

YES

ENTER

0

1

3. BOMB FEATURE

At the start of each ball, one Bomb is awarded. Spelling B-O-M-B, by completing 4 stand-up targets, awards one Bomb. Each letter in "B-O-M-B" awards 7,000 points when flashing, 5,000 points when lit. A "Bombs Collected" count is provided by a group of 4 red lites, located above the flippers, numbered "1", "2", "4", and "8".

When the player has at least 1 Bomb, the "Load Bombs" target lite will flash. Hitting the "Load Bombs" stand-up target at this point "loads" a Bomb "onto the Helicopter" (see Helicopter Ramp Feature) and lights one of 3 red lights in front of the Helicopter Ramp. A maximum of 3 Bombs can be loaded. "Loading" a Bomb awards 2,000 points. "Dropping" a Bomb awards 10,000 points by making the "Chopper Top" switch and the "Chopper Bottom" switch. "Dropping" a Bomb (making the Helicopter Ramp with at least one "loaded" Bomb will light a Thumper Bumper for 1,000 points. After all Thumper Bumpers are lit, dropping another Bomb will flash the Thumper Bumper lights for 3,000 points.

- REGISTER "Recall B-O-M-B" controls the B-O-M-B Recall:

B-O-M-B RECALL

NO

YES

ENTER

0

1

4. HELICOPTER RAMP FEATURE

The Helicopter Ramp is completed by making the "Chopper Top" switch and "Chopper Bottom" switch. When the ball makes the "Chopper Top" switch, points are accumulated by use of a timer to a maximum of 51,000 points. The timer is interrupted, stopping the point accumulation, by the ball making the "Chopper Bottom" switch after spinning around in the funnel portion of the Helicopter Ramp.

5. WEAPON FEATURE

Making the Weapons Ramp's "Collect Weapon" switch behind the single "Tank" Drop Target awards one Rocket, increases the "Weapon Bonus" and awards 25,000 points. The "Weapon Bonus" starts at 25,000 points and advances to a maximum of 250,000 points each time a shot is made. A "Weapon Bonus Collected" count is provided by a group of 4 green lights, located above the flippers, numbered (in thousands): "25", "50", "75", and "100".

6. ROAD RAMP FEATURE

Making the Road Ramp's "Road Shot" switch releases "Hostages" (see Hostage Feature) when the "Release Hostage" light, located at the Road Ramp entrance, is lit. It also awards the "Weapon Bonus" value each time the Road Shot is made. The Road Values also increase, with each Road Shot made, in steps of 10,000 points, to a maximum of 70,000 points.

- **REGISTER "Recall Road Values"** recalls the Road Value lights numbered (in thousands) "10", "20", and "40".

ROAD VALUE RECALL	ENTER
NO	0
YES	1

- **REGISTER "Road Shot"** at the start of each ball and only off of the Ball Shooter, controls the release of "captive" balls by making the Road Shot while the "Release Hostage" light is flashing.
- **REGISTER "Special Set-up"** controls what combination of Road Value lights activate both Outlane Special lights:

ROAD VALUE	ENTER
70K	0
60K	1
50K	2
40K	3

7. HOSTAGE FEATURE

Hitting the Capture Drop Target lights the Collect Bonus light and scores 10,000 points. Shooting the ball into the alley (behind the Capture Drop Target) with it landing in the hidden Capture Saucer awards the current Bonus Value and captures a "hostage"—a "captive" ball. A new ball is released to the Ball Shooter. The "Lite Release Hostage" light will start flashing in the Left Lane. Making the standing target in the Left Lane will light the "Release Hostage" light by the Road Ramp. Making the Road Ramp with "Release Hostage" light lit will "release the hostages" for multi-ball play. A maximum of 2 hostages (2 balls) can be captured and held before being released.

The "Release Hostage" light can also be lit by hitting the Capture Drop Target 2 times (adjustable). With a new ball from the Ball Shooter, making the Road Shot "can release" captive balls, while the "Release Hostage" light is flashing (adjustable—see REGISTER "Road Shot").

- **REGISTER "Recall Bonus"** recalls Bonus lights numbered (in thousands): "1", "2", "4", "8", and "16".

BONUS RECALL	ENTER
NO	0
YES	1

- **REGISTER "Capture Drop Target Release"** controls the number of times the Capture Drop Target is hit to initiate 3-ball play and also activates the "Release Hostage" light (on the right side of the playfield).

ACTIVATES "RELEASE HOSTAGE" LIGHT	INITIATES 3-BALL PLAY	ENTER
5 Times	9 Times	0
4 Times	8 Times	1
4 Times	7 Times	2
3 Times	6 Times	3
3 Times	5 Times	4
2 Times	4 Times	5
2 Times	3 Times	6
1 Time	2 Times	7

- **REGISTER "Game Over Hold Captive Balls"** controls whether or not the Capture Saucer will eject "captive" balls.

CAPTURE SAUCER	ENTER
Eject Balls	0
Retains Balls	1

8. BONUS MULTIPLIER FEATURE

When the "Lite Bonus X" light is flashing and after knocking down the 3 in-line "Tank" Drop Targets in the Left Lane, hitting the standing target will light the "Bonus X" light and score 10,000 points. Hitting the "Bonus X" target while "Bonus X" light is lit will advance the Bonus Multiplier 2X thru 5X.

- **REGISTER "Recall Multiplier"** recalls Bonus Multiplier lights: 2X, 3X, 4X, and 5X.

BONUS MULTIPLIER RECALL	ENTER
NO	0
YES	1

9. EXTRA BALL FEATURE

Making the Weapons Ramp 2 times (adjustable) lights the "Lite Extra Ball" in the Left Lane. After knocking down the 3 in-line "Tank" Drop Targets, hitting the standing target in the Left Lane will lite the "Extra Ball" light in front of the Weapons Ramp. Making the Weapons Ramp again will award the Extra Ball.

- **REGISTER "Extra Ball"** controls the number of times the Weapons Ramp must be completed to activate the "Lite Extra Ball" light in the Left Lane.

WEAPONS RAMP	WEAPONS BONUS VALUE	ENTER
8 Times	200,000 points	0
7 Times	175,000 points	1
6 Times	150,000 points	2
5 Times	125,000 points	3
4 Times	100,000 points	4
3 Times	75,000 points	5
2 Times	50,000 points	6
1 Time	25,000 points	7

10. ESCAPE BONUS FEATURE

During multiball play, the "Set Explosive" light, located between the flippers, is flashing. Making any ramp or the standing target in the Left Lane will award 100,000 points and start the "Escape" light, located in front of the Helicopter Ramp, flashing. "Escape Bonus" is then displayed in the backbox. This bonus starts at 500,000 points and builds, during multiball play, to 2,000,000 points. The "Escape Bonus" is awarded when the Helicopter Ramp is made.

11. MISCELLANEOUS FEATURES

Knocking down any "Tank" Drop Target, with a ball, awards 15,000 points.

Each Outlane awards 1,000 points.

Each Flipper Lane awards 10,000 points and also spots one letter in R-O-C-K-E-T.

Each Thumper Bumper awards 100 points unit, 1,000 points when lit, and 3,000 points when flashing.

Each Sling Shot awards 30 points.

Each Rebound awards 10 points.

- **REGISTER "Attract Sound"** enables or disables, when the game is over, the Sound Mode while displaying Hiscore or instructions.

ENABLES SOUND MODE	ENTER
NO	0
YES	1

In Basic Options:

- **REGISTER "Sling Shot"** controls the Sling Shot:

SLING SHOTS ACTIVE	ENTER
NO	0
YES	1

- **REGISTER "Tile Warning"** controls the number of Tile Warnings:

# OF TILT WARNINGS	ENTER
NONE	0
1	1
2	2
3	3

SECTION 2
Component Layouts,
Schematics & Wiring Diagrams



DIM. TOLERANCES UNLESS OTHERWISE SPECIFIED CONCENTRICITY ± 0.002 FRACTIONAL ± 0.004 DECIMAL ± 0.005 HOLE DIA. ± 0.002 ± 0.001 SHAFT ± 0.002 ± 0.001 DO NOT SCALE DIMS		THIS DIM. IS CONFIRMED & PROPERTY OF MIDWAY MFG. CO. DATE: 04-08-88 DRAWN BY: [Signature] CHECKED BY: [Signature] APPROVED BY: [Signature]		MIDWAY MFG. CO. 1000 S. 10TH ST. ST. LOUIS, MO 63104 A-8411-12		ASSY DRAWING 8803 PINBALL PWR MODULE 8084-91785-0000		REVISIONS PART NO. M051-00C53-0001	
--	--	--	--	--	--	--	--	---------------------------------------	--

DESIGNATION

[illegible]

11.000uf 20V ELEC.	JW1
TY-WRAP	TP1
SOLDER LUG	F1*
WIRE 20AWG	F2
160uf 350V ELEC.	F3
TY-WRAP	F4,
2uf 25V ELEC.	F6,
.1uf 25V CER.	FR
.01uf 500V CER.	FC
600 OHM 10W	FC8
100K 1W 5%	FC4
2.2 OHM 1/4W 5%	J1
100 OHM 1/2W 5%	J2
22K 1/2W 5%	J3
100K 1/4W 5%	J4
390 OHM 1/4W 5%	J5
1.2K 1/4W 5%	J6
82K 1/2W 5%	680
8.2K 1/4W 5%	
0 - 25K 1/4W POT.	4-2
MR751	
IN4004	
IM5275A ZENER	
KBP-35-02-W	
RRIDGE SPACER	
2N3584	* T
SHIELD	
HEX SPACER	
6-32 X 5 SCREW	
6-32 X 12 SCREW	
LOCKWASHER EXT.	
LOCKWASHER INT.	
FLAT WASHER	
6-32 HEX NUT	
LABEL - CAUTION HIGH VOLT.	
HEATSINK 2	
INSULATOR TO-66	
2N3440	
INSULATOR TO-5	
HEATSINK 3	
78H05C REG.	
6-32 X 12 SCREW	
6-32 HEX NUT	
LOCKWASHER EXT.	
FLAT WASHER	
HEATSINK 1	
INSULATOR TO-3	
VARIATOR	

JW1 - JW16
TP1 - TP10
F1*
F2
F3
F4, F5
F6, F7
F8
FC1A - FC3B, FC8A
FC8B
FC4A - FC7B
J1
J2
J3
J4
J5
J6
6803 POWER MODULE
4-23-86 REV. 1.0

ZERO OHM RES. JUMPER
TEST POINTS
5 AMP 3AG FUSE
3/4 AMP 3AG FUSE
6 AMP 3AG FUSE
8 AMP 3AG FUSE
15 AMP 3AG FUSE
3/16 AMP 8AG FUSE
FUSE CLIPS

FUSE CLIPS
12 PIN M-N-L CONN. FEMALE
6 PIN M-N-L CONN. MALE
15 PIN M-N-L CONN. MALE
9 PIN M-N-L CONN. MALE
12 PIN M-N-L CONN. MALE
2 PIN M-N-L CONN. MALE
P.C. BOARD

2-1

6803 PINBALL POWER MODULE
A084-91785-D000
M051-00C33-D001

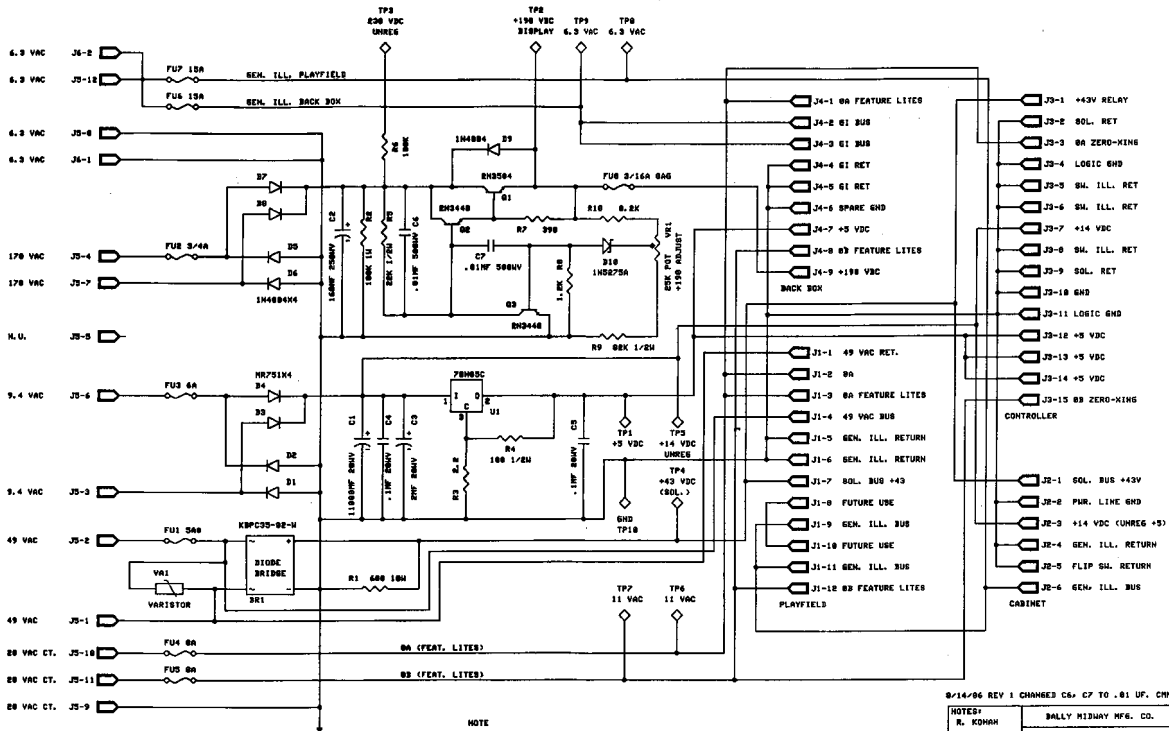
CROSS REFERENCE LIST

DESCRIPTION	QTY.	DESIGNATION NO.	PART NOS.
.01UF 500V CER.	2	C6,C7	0360-00800-0013
.1UF 25V CER.	2	C4,C5	0360-00800-0026
2UF 25V ELEC.	1	C3	0360-00800-0019
160UF 350V ELFC.	1	C2	0360-00800-0020
11,000UF 20V ELEC.	1	C1	0360-00800-0024
2.2 OHM 1/4W 5%	1	R3	100E-00005-0003
100 OHM 1/2W 5%	1	R4	100E-00006-0021
390 OHM 1/4W 5%	1	R7	100E-00005-0049
600 OHM 10W 10%	1	R1	100E-00002-0049
1.2K 1/4W 5%	1	R8	100E-00005-0063
8.2K 1/4W 5%	1	R10	100E-00005-0086
22K 1/2W 5%	1	R5	100E-00006-0065
82K 1/2W 5%	1	R9	100E-00006-0072
100K 1/4W 5%	1	R6	100E-00005-0115
100K 1W 5%	1	R2	100E-00007-0037
0-25K 1/4W POT	1	VR1	0360-00804-0004
MR 751	4	D1-D4	103E-00003-0016
1N4004	5	D5-D9	103E-00003-0005
1N5275	1	D10	103E-00001-0027
KRPG-35-02-W	1	RR1	103E-00005-0005
2N3440	2	Q2,Q3	104E-00003-0002
2N3584	1	O1	104E-00005-0002
78H05C REG	1	U1	0360-00803-0021
VARIATOR METAL OXIDE 60V	1	VA1	115E-00001-0002
TY-WRAP	4	P/O C1,C2	0017-00042-0048
ZERO OHM RES. JUMPER	16	JW1-JW16	117E-00001-0001
TEST POINTS	10	TP1-TP10	0017-00007-0131
SOLDER LUG	2	P/O C1	0017-00021-0257
JUMPER WIRE 20AWG	2	P/O C1	0017-00033-0448
INSULATOR T0-3	1	P/O U1	0017-00042-0119
INSULATOR T0-5	2	P/O O2,O3	0017-00042-0151
INSULATOR T0-66	1	P/O O1	0017-00042-0158
HEX SPACER	2	P/O O1	0017-00042-0248
SHIELD	1	P/O O1	0365-00952-0000
HEATSINK 1	1	P/O U1	112E-00001-0003
HEATSINK 2	1	P/O O1	112E-00001-0002
HEATSINK 3	1	P/O O3	112E-00001-0004
BRIDGE SPACER	1	P/O RR1	118E-00001-0001
6-32 X 12 SCREW	4	P/O O1,U1	0017-00101-0132
6-32 X 5 SCREW	2	P/O O1	0017-00101-0555
6-32 HEX NUT	4	P/O O1,U1	0017-00103-0005
LOCKWASHER INT.	4	P/O O1	0017-00104-0008
LOCKWASHER EXT.	4	P/O O1,U1	0017-00104-0009
FLAT WASHER	4	P/O O1,U1	0017-00104-0106
FUSE CLIP	8	FC1A-FC3B, FC8A,FC8B	0017-00071-0033
FUSE CLIP	8	FC4A-FC7A	0017-00071-0034
3/16 AMP 3AG FUSE	1	F8	0017-00003-0206
3/4 AMP 3AG FUSE	1	F2	0017-00003-0010
5 AMP 3AG FUSE	1	F1*	0017-00003-0175
6 AMP 3AG FUSE	1	F3	0017-00003-0008

CROSS REFERENCE LIST

DESCRIPTION	QTY.	DESIGNATION NO.	PART NOS.
8 AMP 3AG FUSE	2	F4,F5	0017-00003-0387
15 AMP 3AG FUSE	2	F6,F7	0017-00003-0011
12 PIN M-N-L CONN. FEMALE	1	J1	0017-00021-0532
6 PIN M-N-L CONN. MALE	1	J2	0017-00021-0424
15 PIN M-N-L CONN. MALE	1	J3	0017-00021-0434
9 PIN M-N-L CONN. MALE	1	J4	0017-00021-0425
12 PIN M-N-L CONN. MALE	1	J5	0017-00021-0426
2 PIN M-N-L CONN. MALE	1	J6	0017-00021-0488
6803 POWER MODULE P.C.B.	1		A080-91785-D000

* TWO FLIPPER GAMES ONLY - SEE SCHEMATIC



NOTE

0 WHEN 3FLIPPERS ARE USED FUI SHOULD BE 6AMP
WHEN 4FLIPPERS ARE USED FUI SHOULD BE 7AMP

8/14/86 REV 1 CHANGED C6, C7 TO .01 UF. CMH

NOTES:	BALLY MIDWAY MFG. CO.
R. KOHAR	
1PER	6803 PINBALL PUR MODULE
03/11/86	SCHEMATIC DRAWING
	A004-9175-0000
	A001-B0C33-0000
	SHEET 1 OF 1 REV

DESIGNATION LIST

DESIGNATION

DESCRIPTION

CP1,CP2
CP3-CP13
C1
C2
C3-C5
C6
C7-C10
C11
C12
C13
C14
C15
C16
C17
C18
C19
C20
C21
C22
C23
C24
C25
C26,C27
C28-C30
C31
C32
C33,C34
C35
C36
C37
C38
C39

.1 UF AX CER
.01 UF AX CER
.1 UF AX CER
10 UF RD TANT
NOT INSERTED
470 PF AX CER
100 PF AX CER
.01 UF AX CER
47 UF AX ELEC
470 PF AX CER
1 UF AX TANT
.01 UF AX CER
68 PF AX CER
.1 UF AX TANT
.001 UF AX CER
82 PF AX CER
10 UF AX TANT
1 UF AX TANT
.05 UF RD CER
470 UF AX ELEC
1000 UF AX ELEC
1 UF AX CER
.22 UF AX CER
.1 UF AX CER
4700 UF AX ELEC
.01 UF AX CER
4.7 UF RD TANT
.01 UF AX CER
NOT INSERTED
10 UF AX TANT
.01 UF AX CER
.1 UF AX CER

D1
D2
D3,D4
D5-D8
D9,D10

NOT INSERTED
VR330
1N4004
NOT INSERTED
1N4004

FB1-FB3

FERRITE READ

HS U15
HS U17

HEATSINK T0-220
HEATSINK T0-220

ICS U3
ICS U4
ICS U7
ICS U8
ICS U9-U14

64 PIN I.C. SOCKET
20 PIN I.C. SOCKET
40 PIN I.C. SOCKET
16 PIN I.C. SOCKET
28 PIN I.C. SOCKET

DESIGNATION LIST

DESIGNATION

DESCRIPTION

INS U15, INS U17
J1,J2
JW1-JW12
L1,L2
LED 1
MH U15
MH U15
MH U15
MH U17
MH U17
MH U17
Q1,Q2
Q3-Q6
R1-R8
R9
R10-R12
R13
R14
R15-R18
R19
R20
R21-R23
R24
R25
R26
R27
R28
R29
R30
R31
R32
R33
R34
R35
R36
R37
R38
R39
R40
R41
R42

SIL PAD THERMAL WASHER
AUTO INSERT PIN TIN .045 SQ.
JUMPER WIRE
10 UH INDUCTOR
GREEN LED
SCREW, 6-32
NUT, 6-32
WASHER, #6 STAR
SCREW, 4-40
NUT, 4-40
WASHER, #4 STAR
2N5305
NOT INSERTED
4.7K OHM 1/4W CRBN
NOT USED
NOT INSERTED
10K OHM 1/4W CRBN
100K OHM 1/4W CRBN
10K OHM 1/4W CRBN
47K OHM 1/4W CRBN
100 OHM 1/4W CRBN
4.7K OHM 1/4W CRBN
2.7K OHM 1/4W CRBN
180 OHM 1/4W CRBN
68 OHM 1/4W CRBN
62K OHM 1/4W CRBN
120K OHM 1/4W CRBN
75K OHM 1/4W CRBN
33K OHM 1/4W CRBN
18K OHM 1/4W CRBN
33K OHM 1/4W CRBN
47K OHM 1/4W CRBN
150K OHM 1/4W CRBN
82K OHM 1/4W CRBN
150K OHM 1/4W CRBN
200K OHM 1/4W CRBN
1K OHM 1/4W CRBN
33K OHM 1/4W CRBN
430 OHM 1/4W CRBN
220 OHM 1/4W CRBN
2.2 OHM 1/4W CRBN

USED ON Pinball		REVISIONS	
NO. REQ'D		Bally / MIDWAY MFG. CO.	
ASSEMBLY DRAWING		PART NO.	
SOUNDS DELUXE P.C.B.D.		M051-00114-C153	
A084-91864-C000			

DESIGNATION LIST

DESIGNATION

DESCRIPTION

R43 1 OHM 1/4W CRBN
R44-R58 NOT INSERTED
R59 4.7K OHM 1/4W CRBN
R60 10K OHM 1/4W CRBN

SW1 PC MTG. SWITCH

TP1,TP2 TEST POINT

U1 16 MHZ COSC
U2 74LS74
U3 MC68000G8 CPU
U4 PAL16L8A-2 SDOORO
U5 74LS05
U6 74F32
U7 MC6821
U8 AD7533 DAC
U9,U10 RAM 2K X 8
U11-U14 ROM/EPROM
U15 TD2002
U16 LM3900
U17 MC7805 REG.
U18 TL7705

VR1 10K POT.

CROSS REFERENCE

DESCRIPTION

QTY.

68 PF AX CER 5% 1
82 PF AX CER 5% 1
100 PF AX CER 4
470 PF AX CER 10% 2
.001 UF AX CER 10% 1
.01 UF AX CER 10% 1
.01 UF AX CER 15

.05 UF RD CER 1
.1 UF AX CER 8

.22 UF AX CER 2
1 UF AX TANT 3
4.7 UF RD TANT 2
10 UF AX TANT 3
47 UF AX ELEC 1
470 UF AX ELEC 1
1000 UF AX ELEC 1
4700 UF AX ELEC 1

1 OHM 1/4W CRBN 1
2.2 OHM 1/4W CRBN 1
68 OHM 1/4W CRBN 1
100 OHM 1/4W CRBN 1
180 OHM 1/4W CRBN 1
220 OHM 1/4W CRBN 1
430 OHM 1/4W CRBN 1
1K OHM 1/4W CRBN 1
2.7K OHM 1/4W CRBN 1
4.7K OHM 1/4W CRBN 12
10K OHM 1/4W CRBN 6
18K OHM 1/4W CRBN 1
33K OHM 1/4W CRBN 3
47K OHM 1/4W CRBN 2
62K OHM 1/4W CRBN 1
75K OHM 1/4W CRBN 1
82K OHM 1/4W CRBN 1
100K OHM 1/4W CRBN 1
120K OHM 1/4W CRBN 1
150K OHM 1/4W CRBN 2
200K OHM 1/4W CRBN 1

10K POT 1

1N4004 4
VR330 1

DESIGNATION

PART NUMBER

C16 0360-00800-0028
C19 0E47-00800-0002
C7-C10 0360-00800-0046
C6,C13 0307-00800-0008
C18 0E47-00800-0003
C15 0E47-00800-0001
CP3-CP13,C11,C32 0360-00800-0005
C35,C38
C22 0360-00800-0006
CP1,CP2,C1,C25, 0360-00800-0058
C28-C30,C39
C26,C27 0360-00800-0057
C14,C17,C21 0986-00800-1400
C33,C34 0360-00800-0008
C2,C20,C37 0986-00800-0700
C12 0360-00800-0042
C23 0360-00800-0021
C24 0360-00800-0044
C31 0360-00800-0023

R43 100E-00005-0002
R42 100E-00005-0003
R26 100E-00005-0029
R20 100E-00005-0033
R25 100E-00005-0039
R41 100E-00005-0041
R40 100E-00005-0050
R38 100E-00005-0061
R24 100E-00005-0071
R1-R8,R21-R23,R59 100E-00005-0079
R13,R15-R18,R60 100E-00005-0088
R31 100E-00005-0093
R30,R32,R39 100E-00005-0100
R19,R33 100E-00005-0104
R27 100E-00005-0107
R29 100E-00005-0110
R35 100E-00005-0112
R14 100E-00005-0115
R28 100E-00005-0118
R34,R36 100E-00005-0120
R37 100E-00005-0123

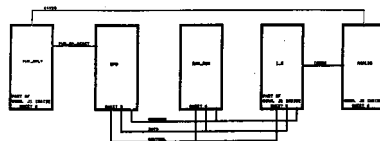
VR1 0360-00804-0024

D3,D4,D9,D10 103E-00003-0005
D2 0360-00801-0007

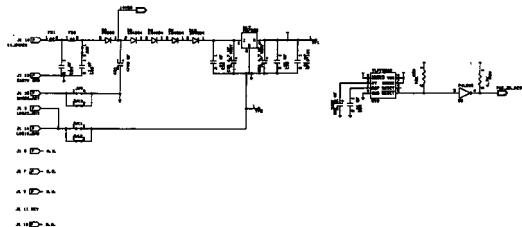
Rev. 4

DESCRIPTION	QTY.	DESIGNATION	PART NUMBER
2N5305	2	Q1,Q2	0360-00802-0012
74F32	1	U6	0304-00803-0059
74LS05	1	U5	0E47-00803-0002
74LS74	1	U2	0304-00803-0058
AD7533 DAC	1	U8	0304-00803-0055
16 MHZ COSC	1	U1	0304-00804-0008
LM3900	1	U16	0360-00803-0002
MC6821	1	U7	0304-00803-0054
MC68000 GB CPU	1	U3	
MC7805 REG	1	U17	0360-00803-0050
PAL16L8A-2 SDOORO	1	U4	0E47-00803-0001
RAM 2K X 8	2	U9,U10	0E47-00803-0003
TDA2002	1	U15	0360-00803-0009
TL7705AC	1	U18	0066-447RX-XXCX
ROM/EPROM	4	U11-U14	SEE ROM/EPROM SHEET
FERRITE BEAD	3	FR1-FB3	0316-00804-0002
10 UH INDUCTOR	2	L1,L2	0360-00804-0031
16 PIN I.C. SOCKET	1	ICS U8	110E-00001-0003
20 PIN I.C. SOCKET	1	ICS U4	110E-00001-0005
28 PIN I.C. SOCKET	6	ICS U9-ICS U14	110E-00001-0010
40 PIN I.C. SOCKET	1	ICS U7	110E-00001-0011
64 PIN I.C. SOCKET	1	ICS U3	110E-00001-0016
HEATSINK TO-220	1	HS U15	112E-00001-0011
HEATSINK TO-220	1	HS U17	0E47-00804-0001
SIL PAD THERMAL WASHER	2	INS U15, INS U17	0017-00042-0319
SCREW, 6-32	1	MH U15	0017-00101-0339
NUT, 6-32	1	MH U15	0017-00103-0005
WASHER, #6 STAR	1	MH U15	0017-00104-0009
SCREW, 4-40	1	MH U17	0017-00101-0731
NUT, 4-40	1	MH U17	0017-00103-0002
WASHER, #4 STAR	1	MH U17	0017-00104-0071
AUTO INSERT PIN TIN .045 SQ.	16	J1,J2	0304-00804-0010
JUMPER WIPE	12	JW1-JW12	117E-00001-0003
GREEN LED	1	LED 1	119E-00001-0001
TEST POINT	2	TP1,TP2	0017-00007-0131
PC MTG. SWITCH	1	SW1	0986-00804-3100
PC BOARD	1	--	A080-91864-C000

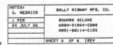
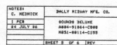
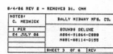
8/01/86 Rev. 1 - Changed Filter Values, C13,C15,C16,C18,C19,P39 CMM
8/05/86 Rev. 2 - Removed D1 CMM.
8/11/86 Rev. 3 - Added CP11-CP13 CMM.
8/15/86 Rev. 4 - Added ICS U13, ICS U14. Fixed Desig. list U5, U6.
Corrected qty. of Ferrite Bead.

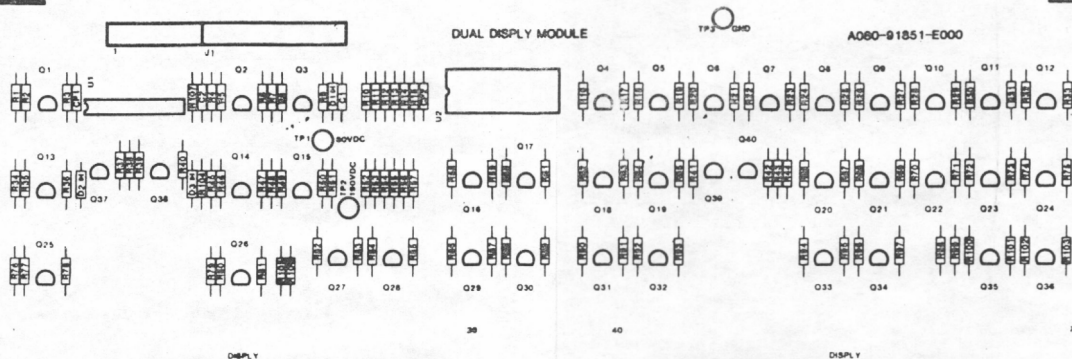


01/11/80 REV 2 - Standard rate 5.000	
01/11/80 REV 3 - Standard rate 5.000	
01/11/80 REV 1 - Standard rate 5.000	
01/11/80 REV 2 - Standard rate 5.000	
01/11/80 REV 3 - Standard rate 5.000	
01/11/80 REV 1 - Standard rate 5.000	



BELL/PM NEW 2 - BARGE WPT-0015. NEW	
TO: DIRECTOR	DAILY BARGE WPT. NO.
FROM: SAC, NEW YORK	00000 201.000
SUBJECT: MURDER OF MARTIN LUTHER KING, JR.	0000-01.000-0200
	0000-00110-0000





DUAL DISPLAY MODULE

TP3 GND

A080-91851-E000

DISPLY

PAT. PENDING

DISPLY

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THIS DWG. IS CONFIDENTIAL & PROPERTY OF BALLY/MIDWAY MFG CO

DM. TOLERANCES UNLESS OTHERWISE SPEC. CONCENTRICITY T.I.R. .002 FRACTIONAL ±.1/64 DECIMAL ±.005 HOLE DIA. +.002 - .000 ANGLE ±1/2° DO NOT SCALE DWG.	FIRST USED ON DWN CL DATE 04/08/86 SCALE			Bally/MIDWAY MFG. CO. FRANKLIN PARK, IL 60131 ASSY DRAWING DUAL DISPLAY MODULE A084-91851-E000	REVISIONS	
	MECH CHK MATL				PART NO.	
	ELEC CHK FINISH				M0.5.1 - 0.0.3.6.5 - E.0.3.3	
	C				M0.5.1 - 0.0.3.6.5 - E.0.3.3	

DUAL DISPLAY MODULE
A084-91851-E000
M051-00365-E033

DESIGNATION LIST

<u>DESIGNATION NO.</u>	<u>DESCRIPTION</u>
R1	1.5K 1/4W 5% CARBON
R2	820 OHM 1/4W 5% CARBON
R3	300K 1/4W 5% CARBON
R4	1.5K 1/4W 5% CARBON
R5	510 OHM 1/4W 5% CARBON
R6	300K 1/4W 5% CARBON
R7	1.5K 1/4W 5% CARBON
R8	820 OHM 1/4W 5% CARBON
R9	300K 1/4W 5% CARBON
R10 - R15	20K 1/4W 5% CARBON
R16	9.1K 1/4W 5% CARBON
R17	100K 1/4W 5% METAL FILM
R18	2.2K 1/4W 5% CARBON
R19	300K 1/4W 5% CARBON
R20	9.1K 1/4W 5% CARBON
R21	100K 1/4W 5% METAL FILM
R22	2.2K 1/4W 5% CARBON
R23	300K 1/4W 5% CARBON
R24	9.1K 1/4W 5% CARBON
R25	100K 1/4W 5% METAL FILM
R26	2.2K 1/4W 5% CARBON
R27	300K 1/4W 5% CARBON
R28	9.1K 1/4W 5% CARBON
R29	100K 1/4W 5% METAL FILM
R30	9.1K 1/4W 5% CARBON
R31	100K 1/4W 5% METAL FILM
R32	9.1K 1/4W 5% CARBON
R33	100K 1/4W 5% METAL FILM
R34	1.5K 1/4W 5% CARBON
R35	820 OHM 1/4W 5% CARBON
R36	300K 1/4W 5% CARBON
R37	300K 1/4W 5% CARBON
R38	1.5K 1/4W 5% CARBON
R39	1K 1/4W 5% CARBON
R40	100K 1/4W 5% CARBON
R41	100K 1/4W 5% CARBON
R42	1K 1/4W 5% CARBON
R43	1.5K 1/4W 5% CARBON
R44	300K 1/4W 5% CARBON
R45	1.5K 1/4W 5% CARBON
R46	820 OHM 1/4W 5% CARBON
R47	300K 1/4W 5% CARBON
R48	1.5K 1/4W 5% CARBON
R49	820 OHM 1/4W 5% CARBON
R50	300K 1/4W 5% CARBON
R51	100K 1/4W 5% METAL FILM
R52 - R57	2.2M 1/4W 5% CARBON
R58	9.1K 1/4W 5% CARBON

DESIGNATION LIST

<u>DESIGNATION NO.</u>	<u>DESCRIPTION</u>
R59	100K 1/4W 5% METAL FILM
R60	100K 1/4W 5% METAL FILM
R61	9.1K 1/4W 5% CARBON
R62	9.1K 1/4W 5% CARBON
R63	100K 1/4W 5% METAL FILM
R64	9.1K 1/4W 5% CARBON
R65	100K 1/4W 5% METAL FILM
R66	9.1K 1/4W 5% CARBON
R67	100K 1/4W 5% METAL FILM
R68	9.1K 1/4W 5% CARBON
R69	100K 1/4W 5% METAL FILM
R70	300K 1/4W 5% CARBON
R71	2.2K 1/4W 5% CARBON
R72	300K 1/4W 5% CARBON
R73	2.2K 1/4W 5% CARBON
R74	300K 1/4W 5% CARBON
R75	2.2K 1/4W 5% CARBON
R76	1.5K 1/4W 5% CARBON
R77	820 OHM 1/4W 5% CARBON
R78	300K 1/4W 5% CARBON
R79	1.5K 1/4W 5% CARBON
R80	820 OHM 1/4W 5% CARBON
R81	300K 1/4W 5% CARBON
R82	300K 1/4W 5% CARBON
R83	2.2K 1/4W 5% CARBON
R84	100K 1/4W 5% METAL FILM
R85	9.1K 1/4W 5% CARBON
R86	300K 1/4W 5% CARBON
R87	2.2K 1/4W 5% CARBON
R88	2.2K 1/4W 5% CARBON
R89	300K 1/4W 5% CARBON
R90	300K 1/4W 5% CARBON
R91	2.2K 1/4W 5% CARBON
R92	300K 1/4W 5% CARBON
R93	2.2K 1/4W 5% CARBON
R94	300K 1/4W 5% CARBON
R95	2.2K 1/4W 5% CARBON
R96	300K 1/4W 5% CARBON
R97	2.2K 1/4W 5% CARBON
R98	10M 1/4W 5% CARBON
R99	1M 1/4W 5% CARBON
R100	300K 1/4W 5% CARBON
R101	2.2K 1/4W 5% CARBON
R102	100K 1/4W 5% METAL FILM
R103	9.1K 1/4W 5% CARBON
R104	150K 1/4W 5% CARBON
R105	10M 1/4W 5% CARBON
R106	1M 1/4W 5% CARBON
R107	10K 1/4W 5% CARBON

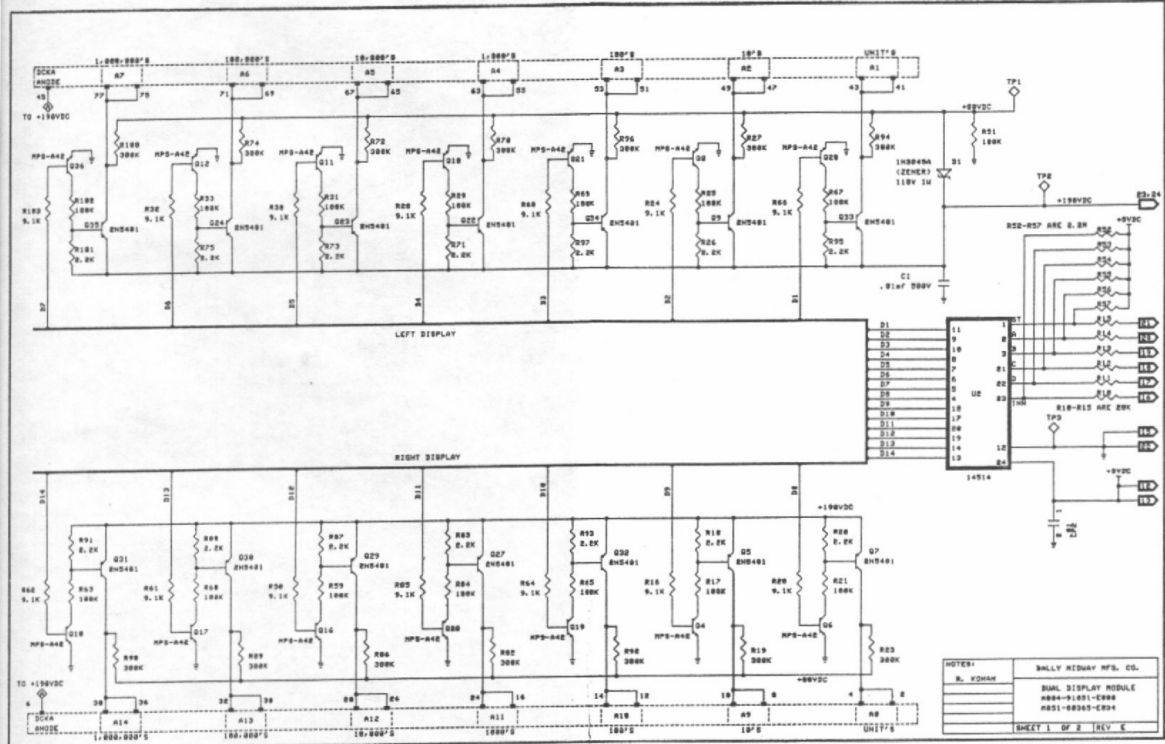
DUAL DISPLAY MODULE
A084-91851-E000
M051-00365-E033 (Page 3 of 4)

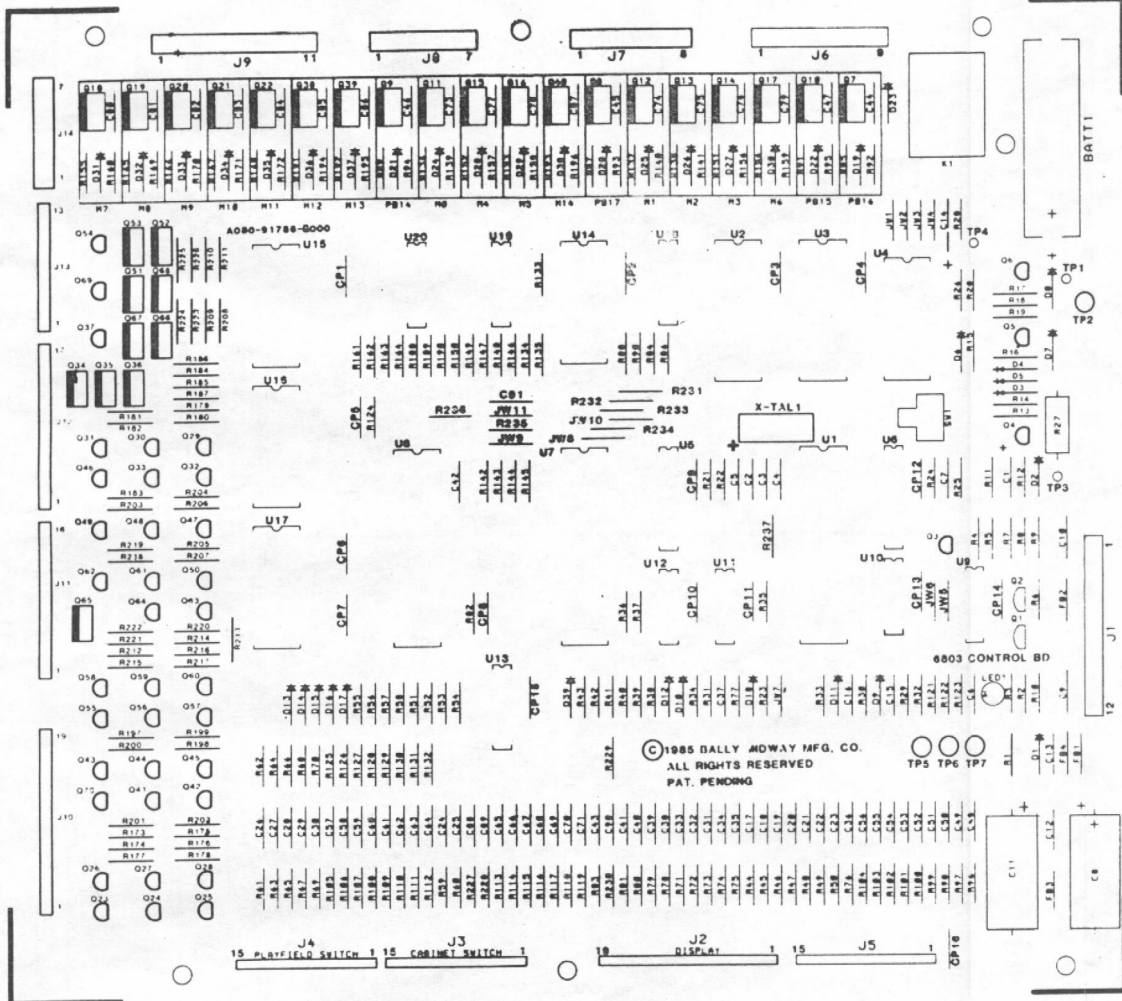
DESIGNATION LIST

<u>DESIGNATION NO.</u>	<u>DESCRIPTION</u>
C1	.01UF 500V CER.
C2	100PF 50V AX. CER.
CP1, CP2	.01UF 50V CER.
D1	1N110ZS10 110V ZENER DIODE
D2, D3	1N4148 DIODE
Q1 - Q4	MPS-A-42 NPN XSTR
Q5	2N5401 PNP XSTR
Q6	MPS-A-42
Q7	2N5401
Q8	MPS-A-42
Q9	2N5401
Q10 - Q21	MPS-A-42
Q22 - Q24	2N5401
Q25	MPS-A-42
Q26	MPS-A-42
Q27	2N5401
Q28	MPS-A-42
Q29 - Q35	2N5401
Q36 - Q40	MPS-A-42
U1	74HC373 CMOS OCTAL LATCH
U2	14514 1-16 DECODER
DISPLAY 1	14 DIGIT, 9 SEGMENT GAS DISCHARGE DISPLAY
J1	.025 SQ. PINS
TP1, TP2, TP3	TEST LOOPS
	FOAM TAPE
	BUMPER
A080-91851-E000	DUAL DISPLAY MODULE P.C.B.

CROSS REFERENCE LIST

<u>DESCRIPTION</u>	<u>QTY.</u>	<u>DESIGNATION NO.</u>	<u>PART NOS.</u>
510 OHM 1/4W 5% CARBON	1	R5	100E-00005-0053
820 OHM 1/4W 5% CARBON	7	R2, R8, R35, R46	100E-00005-0058
		R49, R77, R80	
1K 1/4W 5% CARBON	2	R39, R42	100E-00005-0061
1.5K 1/4W 5% CARBON	10	R1, R4, R7, R34, R38	100E-00005-0065
		R43, R45, R48	
		R76, R79	
2.2K 1/4W 5% CARBON	14	R18, R22, R26, R71	100E-00005-0069
		R73, R75, R83, R87	
		R88, R91, R93, R95	
		R97, R101	
9.1K 1/4W 5% CARBON	14	R16, R20, R24, R28	100E-00005-0087
		R30, R32, R58, R61	
		R62, R64, R66, R68	
		R85, R103	
10K 1/4W 5% CARBON	1	R107	100E-00005-0088
20K 1/4W 5% CARBON	6	R10 - R15	100E-00005-0095
100K 1/4W 5% CARBON	2	R40, R41	100E-00005-0115
100K 1/4W 5% METAL FILM	15	R17, R21, R25, R29	100E-00001-0011
		R31, R33, R51, R59	
		R60, R63, R65, R67	
		R69, R84, R102	
150K 1/4W 5% CARBON	1	R104	100E-00005-0120
300K 1/4W 5% CARBON	24	R3, R6, R9, R19, R23	100E-00005-0127
		R27, R36, R37, R44,	
		R47, R50, R70, R72,	
		R74, R78, R81, R82,	
		R86, R89, R90, R92,	
		R94, R96, R100	
1.0M OHM 1/4W 5% CARBON	2	R99, R106	100E-00005-0140
2.2M OHM 1/4W 5% CARBON	6	R52 - R57	100E-00005-0147
10.0M OHM 1/4W 5% CARBON	2	R98, R105	100E-00005-0162
100PF AX. CER.	1	C2	0639-00800-0003
.01UF	2	CP1, CP2	0360-00800-0005
.01UF 500V	1	C1	0360-00800-0013
1N4148	2	D2, D3	103E-00002-0005
1N110ZS10 110V ZENER DIODE	1	D1	103E-00001-0028
2N5401 PNP XSTR	14	Q5, Q7, Q9, Q22, Q23	0360-00802-0006
		Q24, Q27, Q29, Q30	
		Q31, Q32, Q33, Q34	
		Q35	
MPS-A-42 NPN XSTR	26	Q1-Q4, Q6, Q8, Q10-	0360-00802-0007
		Q21, Q25, Q26, Q28	
		Q36-Q40	
14514 1-16 DECODER	1	U2	0360-00803-0013
74HC373 OCTAL LATCH	1	U1	0365-00803-0015
.025SQ. PINS	23	J1	0304-00804-0009
14 DIGIT, 9 SEGMENT			
GAS DISCHARGE DISPLAY	1	DISPLAY 1	119E-00002-0006
TEST LOOPS	3	TP1 - TP3	0017-00007-0131
FOAM TAPE	3		0017-00081-0288
BUMPER	1		0017-00041-0598
DUAL DISPLAY MODULE PCR	1		A080-91851-E000





THIS DWG IS CONFIDENTIAL & PROPERTY OF MIDWAY MFG. CO.

DDM TOLERANCES UNLESS OTHERWISE SPEC. CONCENTRICITY T.I.R. .002 FRACTIONAL ± .004 DECIMAL ± .005 HOLE DIA. + .002 - .000 ANGLE ± 1/2° DO NOT SCALE DWG.		FIRST USED ON DATE 04/08/86 SCALE	MIDWAY MFG. CO. FRANKLIN, IL. 60131 A DALLY CO.	REVISIONS PART NO M05-1-000C5-3-G003
DRAWN CL CHECKED MECH. CHK ELEC. CHK CMM	DATE 04/08/86 MATERIAL FINISH	ASSY DRAWING 6803 CONTROL BD. A084-91786-G000		

CROSS REFERENCE LIST

DESCRIPTION	QTY.	DESIGNATION NO.	PART NOS.
27pf 50V CER.	2	C2, C3	0360-00800-0052
47pf 50V CER.	1	C7	0360-00800-0027
390pf 50V CER.	25	C24-C30, C57-C71	0360-00800-0001
		C88-C90	
470pf 1KV CER.	27	C17-C23, C31-C36,	0307-00800-0008
		C38-C41, C48-C56, C91	
.002uf 1KV CER.	19	C44-C47, C73-C87	0360-00800-0012
.003uf 1KV CER.	1	C43	0360-00800-0025
.01uf 50V CER.	24	C6, C9, C10, C12, C13	0365-00800-0014
		C15, C16, C42, CP1-CP16	
.05uf 16V CER.	1	C37	0360-00800-0006
.1uf 50V CER.	1	C4	0360-00800-0058
4.7uf 25V TANT	2	C5, C14	0360-00800-0008
6.8uf 25V TANT	1	C1	0360-00800-0048
470uf 16V ELEC	1	C8	0360-00800-0022
470uf 25V ELEC	1	C11	0360-00800-0024
82 OHM 1/4W 5%	1	R9	100E-00005-0031
100 OHM 1/4W 5%	1	R8	100E-00005-0033
110 OHM 1/4W 5%	1	R83	100E-00005-0034
120 OHM 1/4W 5%	21	R24, R85, R87, R89,	100E-00005-0035
		R91, P121, R136-R138,	
		R151-R155, R165-R168,	
		R191-R193	
270 OHM 1/4W 5%	1	R25	100E-00005-0044
330 OHM 1/4W 5%	23	R92-R95, R139-R141,	100E-00005-0047
		R156-R160, R169-R172,	
		R194-R196, R231-R234	
470 OHM 1/4W 5%	9	R96-R104	100E-00005-0051
560 OHM 1/4W 5%	1	R1	100E-00005-0054
680 OHM 1/4W 5%	1	R25	100E-00005-0056
750 OHM 1/4W 5%	1	R19	100E-00005-0057
910 OHM 1/4W 5%	1	R18	100E-00005-0059
1K 1/4W 5%	3	R3, R29, R32	100E-00005-0061
1.2K 1/4W 5%	60	R44-R50, R59-R61, R63,	100E-00005-0063
		R65, R67, R69, R71-R76	
		R78-R82, R105-R119, R122	
		R133-R135, R146-R150,	
		R161-R164, R188-R190,	
		R227, R228, R230, R236	
1.5K 1/4W 5%	1	R20	100E-00005-0065
2K 1/4W 5%	46	R123, R173-R187	100E-00005-0068
		R197-R226	
2.7K 1/4W 5%	2	R2, R6	100E-00005-0071
3K 1/4W 5%	1	R17	100E-00005-0073
3.3K 1/4W 5%	18	R21-R23, R35, R51-R58,	100E-00005-0074
		R124, R142-R145, R235	
3.9K 1/4W 5%	4	R84, R86, R88, R90	100E-00005-0077
4.7K 1/4W 5%	8	R36-R43	100E-00005-0079
5.6 1/4W 5%	1	R16	100E-00005-0082

CROSS REFERENCE LIST

DESCRIPTION	QTY.	DESIGNATION NO.	PART NOS.
7.5 1/4W 5%	1	R5	100E-00005-0085
9.1 1/4W 5%	1	R4	100E-00005-0087
10K 1/4W 5%	4	R12, R13, R30, R33	100E-00005-0088
15K 1/4W 5%	2	R31, R34	100E-00005-0092
39K 1/4W 5%	1	R7	100E-00005-0102
47K 1/4W 5%	2	R10, R11	100E-00005-0104
56K 1/4W 5%	14	R62, R64, R66, R68	100E-00005-0106
		R70, R125-R132, R229	
62K 1/4W 5%	1	R15	100E-00005-0107
82K 1/4W 5%	1	R14	100E-00005-0112
100K 1/4W 5%	2	R26, R237	100E-00005-0115
270K 1/4W 5%	1	R77	100E-00005-0126
82 OHM 1W 10%	1	R27	100E-00007-0014
IN958A ZENER	1	D1	103E-00001-0002
1N4004	20	D19-D38	103E-00003-0005
1N4148	13	D3, D6, D9-D18, D39	103E-00002-0005
1N4606	5	D2, D4, D5, D7, D8	103E-00002-0006
2N3904	3	D2, D4, D6	104E-00001-0006
2N4403	2	D3, D5	104E-00002-0006
2N5060	35	D23-D33, D37, D41-D50,	104E-00015-0001
		D54-D64, D69, D70	
2N5305	1	D1	104E-00007-0003
MCR106-1	10	D34-D36, D51-D53	0360-00802-0009
SE9302	19	D65-D68	0360-00802-0008
4011	1	D7-D22, D38-D40	0360-00803-0010
4502	1	U11	0360-00803-0010
4514B	3	U13	0360-00803-0005
4584	1	U15-U17	0360-00803-0013
6116 RAM	1	U12	0066-90R8X-XXDX
6803 MPU	1	U4	0365-00803-0013
6821 PIA	1	U1	0360-00803-0048
74LS04	2	U7, U8	0360-00803-0017
74LS10	1	U10	0415-00803-0010
74LS154	1	U9	0489-00803-0007
74LSCT245	1	U14	0360-00803-0024
74LS373	1	U5	0365-00803-0014
CA3081	3	U6	0489-00803-0006
		U18-U20	0360-00803-0007
3.580 MHZ CRYSTAL	1	XTAL-1	109E-00001-0003
LED GREEN	1	LED 1	0017-00007-0131
TEST POINTS	7	TP1-TP7	0017-00007-0131
SWITCH P.B.	1	SW1	0017-00032-0038
BATTERY 3.6V	1	BATT-1	0017-00003-0172
ZERO OHM RES. JUMPER	5	JW2, JW4, JW6, JW8,	117E-00001-0001
		JW10	
RELAY 48VDC	1	K1	114E-00001-0011
40 PIN I.C. SOCKET	3	XU1, XU7, XU8	110E-00001-0011
28 PIN I.C. SOCKET	2	XU2, XU3	110E-00001-0010
24 PIN I.C. SOCKET	1	XU4	110E-00001-0007
FERRITE BEAD	4	FR1-FR4	0316-00804-0002

DESIGNATION LIST

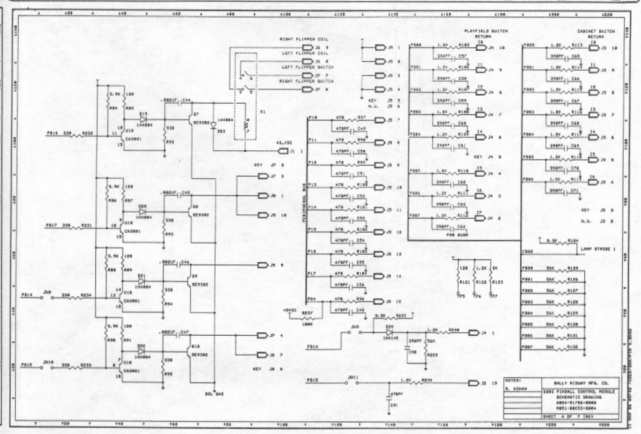
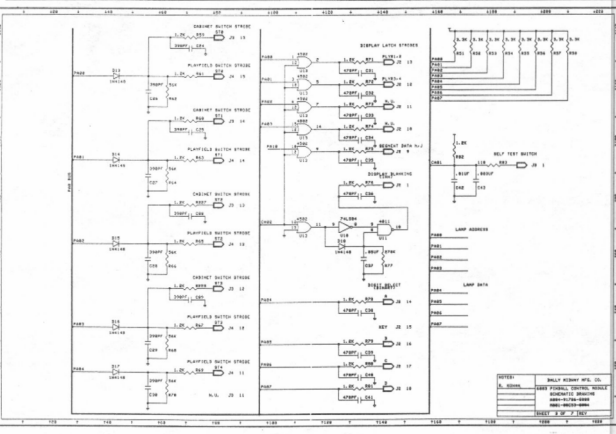
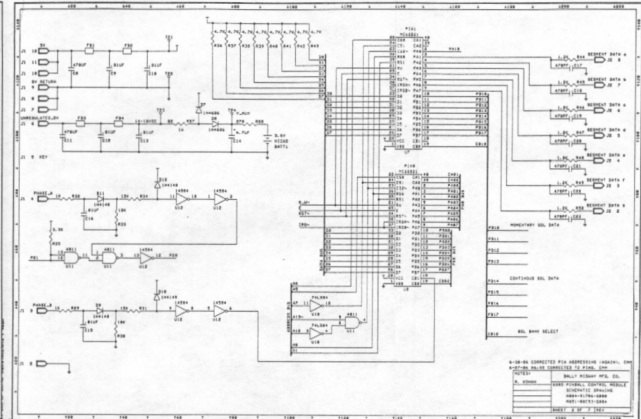
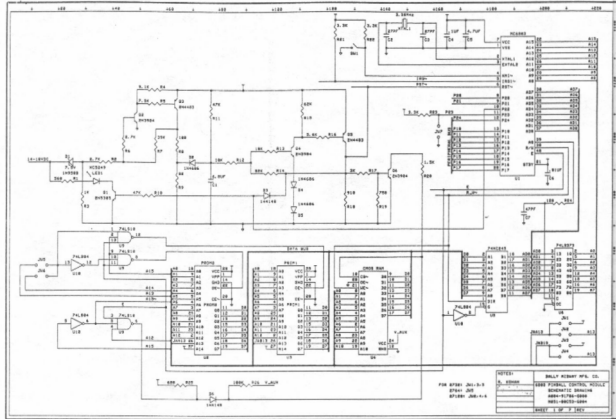
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C1	6.8UF 25V TANT.	R28	270 OHM 1/4W 5K	R165 - R168	120 OHM 1/4W 5K	U15 - U17	4514B
C2,C3	27PF 50V CER.	R29	1K 1/4W 5K	R169 - R172	330 OHM 1/4W 5K	U18 - U20	CA3081
C4	.1UF 50V CER.	R30	10K 1/4W 5K	R173 - R187	2K 1/4W 5K	XTAL-1	3.580 MHZ CRYSTAL
C5	4.7UF 25V TANT.	R31	15K 1/4W 5K	R188 - R190	1.2K 1/4W 5K	LED 1	LED GREEN
C6	.01UF 50V CER.	R32	1K 1/4W 5K	R191 - R193	120 OHM 1/4W 5K	TP1 - TP7	TEST POINTS
C7	47PF 50V CER.	R33	10K 1/4W 5K	R194 - R196	330 OHM 1/4W 5K	SW1	SWITCH P.B.
CR	470UF 16V ELEC.	R34	15K 1/4W 5K	R197 - R226	2K 1/4W 5K	BATT-1	BATTERY 3.6V
C9,C10	.01UF 50V CER.	R35	3.3K 1/4W 5K	R227,R228	1.2K 1/4W 5K	JW2	ZERO OHM RES. JUMPER
C11	470UF 25V ELEC.	R36 - R43	4.7K 1/4W 5K	R229	56K 1/4W 5K	JW4	ZERO OHM RES. JUMPER
C12,C13	.01UF 50V CER.	R44 - R50	1.2K 1/4W 5K	R230	1.2K 1/4W 5K	JW6	ZERO OHM RES. JUMPER
C14	4.7UF 25V TANT.	R51 - R58	3.3K 1/4W 5K	R231 - R234	330 OHM 1/4W 5K	JW8	ZERO OHM RES. JUMPER
C15,C16	.01UF 50V CER.	R59 - R61	1.2K 1/4W 5K	R235	3.3K 1/4W 5K	JW10	ZERO OHM RES. JUMPER
C17 - C23	470PF 1KV CER.	R62	56K 1/4W 5K	R236	1.2K 1/4W 5K	K1	RELAY 48V DC
C24 - C30	390PF 50V CER.	R63	1.2K 1/4W 5K	R237	100K OHM 1/4W 5K	XU1,XU7,XU8	40 PIN IC SOCKET
C31 - C36	470PF 1KV CER.	R64	56K 1/4W 5K	D1	1N958B	XU2, XU3	28 PIN IC SOCKET
C37	.05UF 16V CER.	R65	1.2K 1/4W 5K	D2	1N4606	XU4	24 PIN IC SOCKET
C38 - C41	470PF 1KV CER.	R66	56K 1/4W 5K	D3	1N4148	FB1 - FBA	FERRITE BEAD
C42	.01UF 50V CER.	R67	1.2K 1/4W 5K	D4,D5	1N4606	J1	11 - .045 SO. PINS
C43	.003UF 1KV CER.	R68	56K 1/4W 5K	D6	1N4148	J2	18 - .025 SO. PINS
C44 - C47	.002UF 1KV CER.	R69	1.2K 1/4W 5K	D7,D8	1N4606	J3	14 - .025 SO. PINS
C48 - C56	470PF 1KV CER.	R70	56K 1/4W 5K	D9 - D18	1N4148	J4	14 - .025 SO. PINS
C57 - C71	390PF 50V CER.	R71 - R76	1.2K 1/4W 5K	D19 - D38	1N4004	J5	14 - .025 SO. PINS
C73 - C87	.002 1KV CER.	R77	270K 1/4W 5K	D39	1N4148	J6	8 - .045 SO. PINS
C88 - C90	390PF 50V CER.	R78 - R82	1.2K 1/4W 5K	D1	2N5305	J7	7 - .045 SO. PINS
C91	470PF 1KV CER.	R83	110 OHM 1/4W 5K	02	2N3904	J8	6 - .045 SO. PINS
CP1 - CP16	.01 50V CER.	R84	3.9K 1/4W 5K	03	2N4403	J9	10 - .045 SO. PINS
R1	560 OHM 1/4W 5K	R85	120 OHM 1/4W 5K	04	2N3904	J10	18 - .025 SO. PINS
R2	2.7K 1/4W 5K	R86	3.9K 1/4W 5K	05	2N4403	J11	17 - .025 SO. PINS
R3	1K 1/4W 5K	R87	120 OHM 1/4W 5K	06	2N3904	J12	16 - .025 SO. PINS
R4	9.1K 1/4W 5K	R88	3.9K 1/4W 5K	07 - 022	SE9302	J13	12 - .025 SO. PINS
R5	7.5K 1/4W 5K	R89	120 OHM 1/4W 5K	023 - 033	2N5060	J14	5 - .045 SO. PINS
R6	2.7K 1/4W 5K	R90	3.9K 1/4W 5K	034 - 036	MCR 106-1	P/O BATT-1	TY-WRAP
R7	39K 1/4W 5K	R91	120 OHM 1/4W 5K	037	2N5060	6803 CONTROL BD.	P.C. BOARD
R8	100 OHM 1/4W 5K	R92 - R95	330 OHM 1/4W 5K	038 - 040	SE9302		
R9	R2 OHM 1/4W 5K	R96 - R104	470 OHM 1/4W 5K	041 - 050	2N5060		
R10,R11	47K 1/4W 5K	R105 - R119	1.2K 1/4W 5K	051 - 053	MCR 106-1		
R12,R13	10K 1/4W 5K	R121	120 OHM 1/4W 5K	054 - 064	2N5060		
R14	R2K 1/4W 5K	R122	1.2K 1/4W 5K	065 - 068	MCR 106-1		
R15	62K 1/4W 5K	R123	2K 1/4W 5K	069,070	2N5060		
R16	5.6K 1/4W 5K	R124	3.3K 1/4W 5K	U1	6803		
R17	3K 1/4W 5K	R125 - R132	56K 1/4W 5K	U4	6116 RAM		
R18	910 OHM 1/4W 5K	R133 - R135	1.2K 1/4W 5K	U5	74HCT245		
R19	750 OHM 1/4W 5K	R136 - R138	120 OHM 1/4W 5K	U6	74LS373		
R20	1.5K 1/4W 5K	R139 - R141	330 OHM 1/4W 5K	U7,U8	6821		
R21 - R23	3.3K 1/4W 5K	R142 - R145	3.3K 1/4W 5K	U9	74LS10		
R24	120 OHM 1/4W 5K	R146 - R150	1.2K 1/4W 5K	U10	74LS504		
R25	680 OHM 1/4W 5K	R151 - R155	120 OHM 1/4W 5K	U11	4011		
R26	100K 1/4W 5K	R156 - R160	330 OHM 1/4W 5K	U12	4584		
R27	82 OHM 1W 10K	R161 - R164	1.2K OHM 1/4W 5K	U13	4502		
				U14	74LS154		

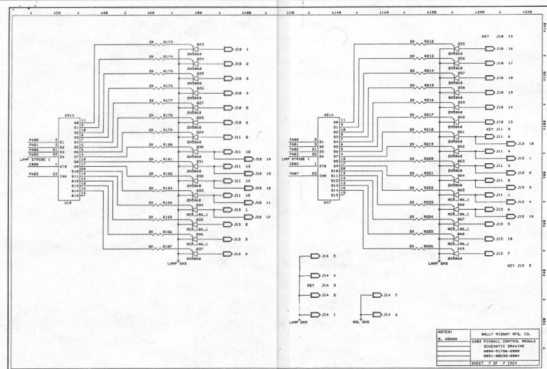
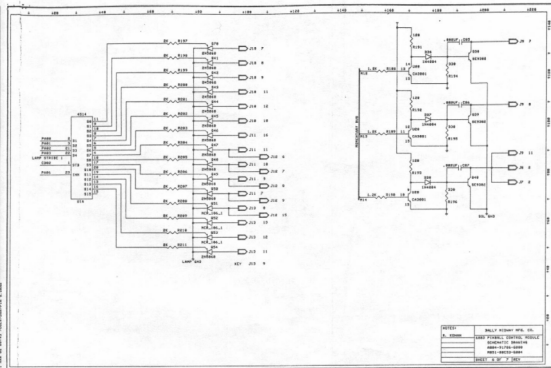
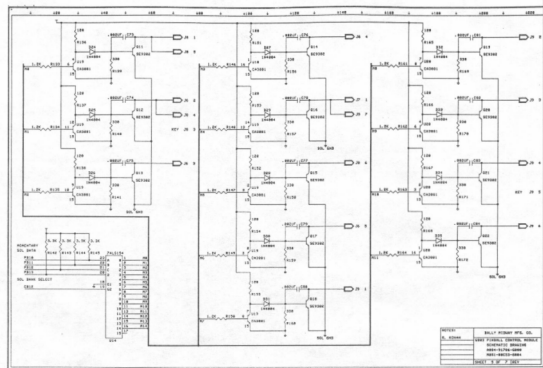
6803 CONTROL BOARD
A084-91786-G000
M051-000C53-G003

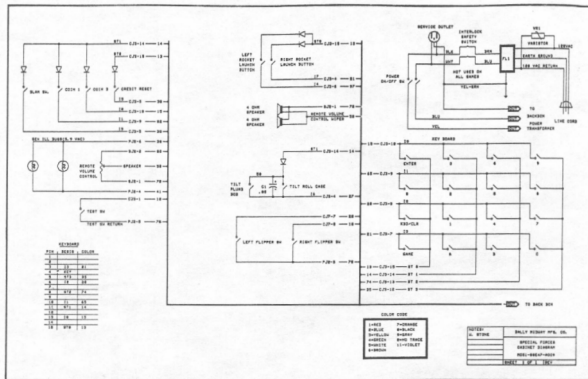
CROSS REFERENCE LIST

<u>DESCRIPTION</u>	<u>QTY.</u>	<u>DESIGNATION NO.</u>	<u>PART NOS.</u>
.025 SO. PINS	123	J2, J3, J4, J5, J10, J11, J12, J13	0304-00804-0009
.045 SO. PINS	47	J1, J6, J7, J8, J9, J14	0304-00804-0010
TY-WRAP	1	P/O BATT-1	0017-00042-0622
P.C. BOARD	1	6803 CONTROL BOARD	A080-91786-G000

4-23-86 REV. 1.0 Fixed Part Number for 470PF Cap.







SPECIAL FORCE LAMP & SOLENOID DRIVER LOCATIONS LISTING
MOS1-00E47-A012

LAMP DRIVER LOCATIONS

LAMP DRIVER LOCATIONS

SOLENOID DRIVER LOCATIONS

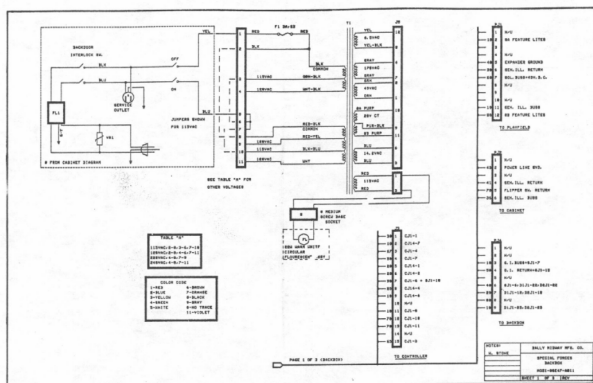
DRIVER	CONNECTOR	PIN	PHASE	WIRE	DESCRIPTION
Q49	J10	10	A	28	BOMB "B"
Q46	J11	16	A	76	BOMB "B"
Q39	J11	8	A	64	BOMB "H"
Q60	J10	13	A	36	BOMB "O"
Q31	J11	13	B	73	BOMB LOAD "1"
Q48	J11	10	B	68	BOMB LOAD "2"
Q63	J11	3	B	39	BOMB LOAD "3"
Q57	J10	18	A	43	BOMBS "1"
Q26	J10	4	A	15	BOMBS "2"
Q43	J10	11	A	31	BOMBS "4"
Q58	J10	19	A	45	BOMBS "8"
Q23	J10	1	B	12	BONUS "1"
Q70	J10	7	B	24	BONUS "2"
Q59	J10	16	B	38	BONUS "4"
Q24	J10	2	B	13	BONUS "8"
Q42	J10	9	B	26	BONUS "X"
Q41	J10	8	B	25	BONUS "16"
Q61	J11	6	A	62	BONUS "2X"
Q56	J10	17	B	41	BONUS "32"
Q30	J11	12	A	72	BONUS "5X"
Q47	J11	11	A	71	BONUS "4X"
Q62	J11	4	A	61	BONUS "5X"
Q53	J13	12	A	96	BUMPER LEFT
Q37	J13	4	A	85	BUMPER MIDDLE
Q68	J13	10	A	94	BUMPER RIGHT
Q54	J13	11	A	95	COLLECT BONUS
Q52	J11	14	B	74	ESCAPE
Q25	J10	3	A	14	EXPANDER BOARD
Q25	J10	3	B	14	EXPANDER BOARD
Q65	J11	1	A	48	FIRE BOTTOM LEFT
Q31	J11	13	A	73	FIRE BOTTOM RIGHT
Q36	J13	3	A	84	FIRE TOP LEFT
Q50	J11	7	A	63	FIRE TOP RIGHT
Q65	J11	1	B	48	GI #1
Q34	J13	1	B	81	GI #2
Q51	J13	8	B	93	GI #3
Q66	J13	6	B	87	GI #4
Q35	J13	2	B	83	GI #5
Q52	J13	13	B	97	GI #6
Q67	J13	5	B	86	GI #7
Q36	J13	3	B	84	GI #8
Q53	J13	12	B	96	GI #9
Q68	J13	10	B	94	GI #10

DRIVER	CONNECTOR	PIN	PHASE	WIRE	DESCRIPTION
Q37	J13	4	B	85	GI #11
Q54	J13	11	B	95	GI #12
Q56	J10	17	A	41	HOSTAGE LEFT
Q41	J10	8	A	25	HOSTAGE RIGHT
Q34	J13	1	A	81	L1
Q51	J13	8	A	93	L2
Q66	J13	6	A	87	L3
Q35	J13	2	A	83	L4
Q52	J13	13	A	97	L5
Q67	J13	5	A	86	L6
Q44	J10	12	B	32	LEFT BONUS X
Q28	J10	6	B	21	LEFT RELEASE HOSTAGE
Q59	J10	14	B	37	LEFT XBALL
Q49	J11	9	B	67	LOAD BOMB
Q48	J11	10	A	68	R1
Q63	J11	3	A	59	R2
Q32	J11	14	A	74	R3
Q49	J11	9	A	67	R4
Q27	J10	5	B	19	RELEASE HOSTAGE
Q57	J10	18	B	43	ROAD 10,000
Q26	J10	4	B	15	ROAD 20,000
Q43	J10	11	B	31	ROAD 40,000
Q29	J11	8	B	64	ROCKET "C"
Q61	J11	6	B	62	ROCKET "E"
Q46	J11	16	B	78	ROCKET "H"
Q60	J10	13	B	36	ROCKET "O"
Q45	J10	10	B	28	ROCKET "R"
Q30	J11	12	B	72	ROCKET "T"
Q27	J10	5	A	18	ROCKETS "1"
Q44	J10	12	A	32	ROCKETS "2"
Q59	J10	14	A	37	ROCKETS "4"
Q28	J10	6	A	21	ROCKETS "8"
Q69	J13	7	A	91	SET EXPLOSIVES
Q42	J10	9	A	26	SHOOT AGAIN
Q33	J11	15	B	75	SPECIAL LEFT
Q50	J11	7	B	63	SPECIAL RIGHT
Q64	J11	2	A	58	WEAPON LAMP
Q58	J10	19	B	45	WEAPON BONUS
Q23	J10	1	A	12	WEAPON 25,000
Q70	J10	7	A	24	WEAPON 50,000
Q59	J10	16	A	38	WEAPON 75,000
Q24	J10	2	A	13	WEAPON 100,000
Q33	J11	15	A	75	XBALL LAMP

TRANSISTOR	CONNECTOR PIN	DESCRIPTION	WIRE CODE
Q19	J8-6	BRIGHT 1/INLINE RESET	25
Q17	J8-3	BRIGHT 2/INLINE BOTTOM	36
Q18	J9-1	BRIGHT 3/INLINE MIDDLE	91
Q19	J9-2	BRIGHT 4/INLINE TOP	52
Q20	J9-3	BRIGHT 5/SAUCER	93
Q11	J6-1	BUMPER LEFT	31
Q13	J6-3	BUMPER MIDDLE	34
Q12	J6-2	BUMPER RIGHT	32
Q40	J9-11	KNOCKER/KICKER TO P.F.	59
Q39	J9-8	OUTHOLE/CAPTURE D.T.	98
Q38	J9-7	RESERVED FOR GERMAN	57
Q14	J6-4	SLING LEFT	35
Q16	J7-1	SLING RIGHT	37
Q22	J9-6	WEAPON D.T. DOWN	56
Q21	J9-4	WEAPON D.T. UP	90
Q7	J9-8	* FLIPPERS	90
Q7	J6-9	* FLIPPERS	95

* FLIPPERS CONNECTED THROUGH K1, THE FLIPPER RELAY.

WIRE COLOR CODE	
1-RED	6-BROWN
2-BLUE	7-ORANGE
3-YELLOW	8-BLACK
4-GREEN	9-GRAY
5-WHITE	0-NO TRACER
6-JUMPER	11-VIOLET
1-FIRST NUMBER-BODY COLOR	
2-SECOND NUMBER-TRACER COLOR	
EXAMPLE: 30-WHITE	
31-WHITE-RED	



BALLY MIDWAY'S SPECIAL FORCE

#E47

ROM/EPROM PART NUMBERS

UNPROGRAMMED CONTROL BOARD A084-91786-G000
PROGRAMMED CONTROL BOARD A084-91786-AE47

POS.	MIDWAY PART NUMBER
U2	0E47-00803-0004
U3	0E47-00803-0005

JUMPERS	IN	OUT
JW1		**
JW2	**	
JW3		**
JW4	**	
JW5		**
JW6	**	
JW7		**
JW8		**
JW9	**	
JW10	**	
JW11		**

UNPROGRAMMED SOUNDS DELUXE A084-91864-C000
PROGRAMMED SOUNDS DELUXE A084-91864-AE47

POS.	MIDWAY PART NUMBER
U11	0E47-00803-0010
U12	0E47-00803-0011
U13	0E47-00803-0012
U14	0E47-00803-0013

JUMPERS	IN	OUT
JW1	**	
JW2	**	
JW3		**
JW4	**	
JW5		**
JW6		**
JW7	**	
JW8-JW12	**	

M051-00E47-A008	REVISIONS
08-26-86	RELEASE FOR PRODUCTION